
BRITAIN'S BEST-SELLING SPECTRUM MAG!
YOUR SINCLAIR
NOV 1991 No 71
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Check out our exclusive preview of the latest turt-alert adventure
EGGCELLENT EGGVENTURE
DIZZY 5
We Preview Dizzy's Latest Eggscapade In The Spooky Mystic Kingdom
CRASH READERS TURN TO PAGE FOUR
WODGES OF GAMES ON REVIEW
Arnie's on the march in Terminator 2 ● Blasters ahoy, Smash TV's here ● Dentists beware, Thunderjaws is on the loose ● Outrun Europa wheelspins onto the speccy ● Rugged jerseys at the ready, it's World Class Rugby ● Plus loads more games than you can shake a thoroughly knobbly stick at!
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PLUS! Enter our exclusive strimmer compo! Find out what's happened to Andy the Ed! And loads of words, piccies and wibbly bits!
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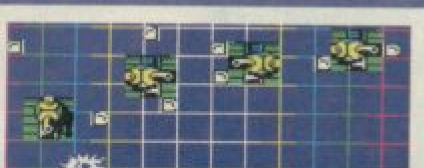

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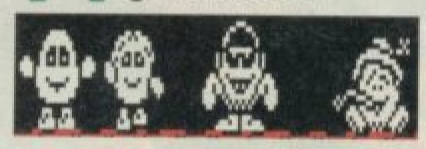
CONTENTS NOV • 71

Remember, remember IT'S A SPECCY NOVEMBER



It's absolutely crammed to the rafters with goodies. The *Turtles* make an appearance along with US Gold's groovy new flight sim, *G-Loc*. Then there's two complete games in the shape of *Terror Of The Deep* and *Knightmare*. All this and a spiffy drawing package, a mini-jukebox and the wonderful Pokerama. You'd be a yeti named Marge not to check it out!







CRASH DASHED

Okay, Kleenex out, Spec-chums! It's time to get a bit weepy. Mystery surrounds the fate of our biggest (and dearest) competitor. Yep, *Crash*, that old stalwart of the Speccy scene has disappeared. We're still not quite sure where it's gone or whether it's coming back, but what we do know is that we're terribly sorry and we'll miss them something rotten. As soon as we heard the news, we had a quick whip-round the Shed to see if we had enough money to buy them up. Imagine what fun we'd have with another Spec mag in the shed! After pawning Andy O's bike and selling Linda's collection of wrestling figures, we came up with the grand sum of £22.59. We gave *Crash* a ring, but the receptionist said they weren't taking any reader calls today. Anyway, if you're a new reader of *YS* (and if you are where have you been for the last seven years), then welcome to the best Speccy magazine in the whole world (probably). If you feel a bit lost without *Crash*, then take out a subscription with *YS* (see page 45) and life might seem a fishy bit brighter!

YOUR SINCLAIR

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YOUR SINCLAIR THE MAGNIFICENT 7 No8

Worra lorra laffs! This month's happy bundle contains two full games, a couple of dinky demos and lots more. Unwrap it and go "ooh!"



Crivens! It's spook-time in KNIGHTMARE on page 5. Gosh, that's this page! (Told you it was spooky!)



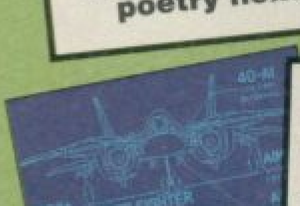
Kilts on lads, we're going under! Prepare to be terrified – it's TERROR OF THE DEEP on page 6.



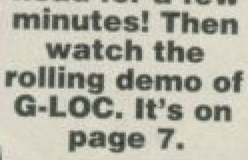
Pick up some pizza and check out our TURTLES demo on page 6!



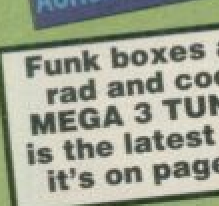
Get all arty with DRAW IT on page 7. (You'll be writing poetry next!)



Stand on your head for a few minutes! Then watch the rolling demo of G-LOC. It's on page 7.



Funk boxes are rad and cool! MEGA 3 TUNES is the latest and it's on page 7.



Get yourself together or fall apart! POKERAMA shows you how on page 7.

KNIGHTMARE

Activision

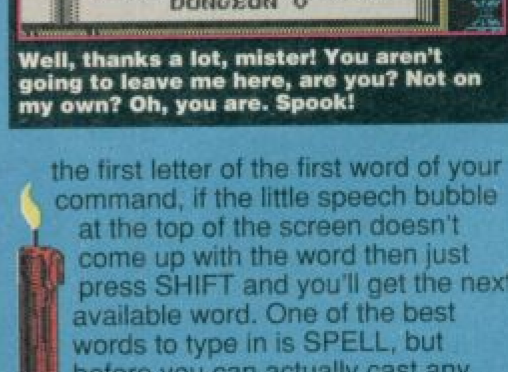
COMPLETE GAME

Ooh, this is a weirdie, Deidre! It's a bit on the spooky side too, so stiff upper lip and everything – we're going in!

You are a bold and brave knight (yes, you are!) and by some strange twist of fate you find yourself in an odd land, a land of darkness where visitors are most definitely not offered a cup of tea and a scone. You're not very happy and, to be perfectly frank, you want out. But before you can escape from the creepy castle and its strange inhabitants you're going to have to search loads of rooms for a whole caboodle of helpful objects.

Don't get too downhearted though, you do have a bit of help. Y'see, you've got two oracles. Now, one of these is good and one is bad, by cross-questioning both oracles (and thinking about their answers) you can pick up a few clues.

Knightmare is, in part, text-lead so you'll have to type in commands. Type in



Well, thanks a lot, mister! You aren't going to leave me here, are you? Not on my own? Oh, you are. Spook!

the first letter of the first word of your command, if the little speech bubble at the top of the screen doesn't come up with the word then just press SHIFT and you'll get the next available word. One of the best words to type in is SPELL, but before you can actually cast any spells you're going to have to find them. Quel joy! To help you on your merry way, here are the six spells...

Anvil It's big, it's made of iron and it's very, very heavy. It drops down on top of evil things and squashes them into the ground. Splat!

Caspar It's a key and it, erm, opens doors.

Alchemy Cor, this is a good one! You can turn people into gold spheres and then collect them as treasure.

Ice Freezes everything. It's only



It's a bit creepy, isn't it, Spec-chums? Let's go home, please! First, I've got to work out how to open this door.

temporary though, so take a care!



Toad Turns nasty characters into even nastier toads. Bleurgh!

Metamorph Nothing to do with that little plasticine chap off of Take Hart. This simply turns characters into different characters.

Not only can you talk to oracles and cast spells but you can also have a good old-fashioned bout of fisticuffs. Simply find a weapon, stand next to the character you want to bash up and press the fire button a lot. If you want something a bit more rough then you can tell your knight to 'Throw Bricks', and he will. Basically.

Right, that's about all you need to know. Good luck!

CONTROLS

Joystick or keyboard	
Fire	0 or 5
Left	6 or 1
Right	7 or 2
Down	8 or 3
Up	9 or 4
Pause/unpause	BREAK
Quit	Q, then Y
Start	0 or 5
View words	SHIFT
Enter word	ENTER
Inventory	I

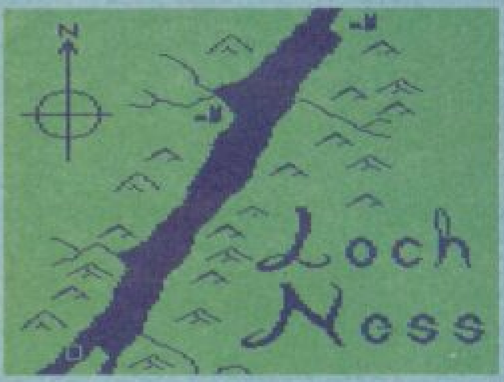
TERROR OF THE DEEP

Mirrorsoft

COMPLETE GAME

Terror Of The Deep is an arcade adventure with a plot that could have come straight out of a Jules Verne novel. Now settle down, it's time for a story...

Once upon a time on a dark and starlit night by the bonny banks of Loch Ness a shower of meteorites fell on the lake. Now, nobody thought much about this (cos nobody saw it) and our story moves on a hundred years or so.



This is, er, Loch Ness. Basically. Doesn't it look lovely, Spec-chums? That little square in the right-hand corner is you.

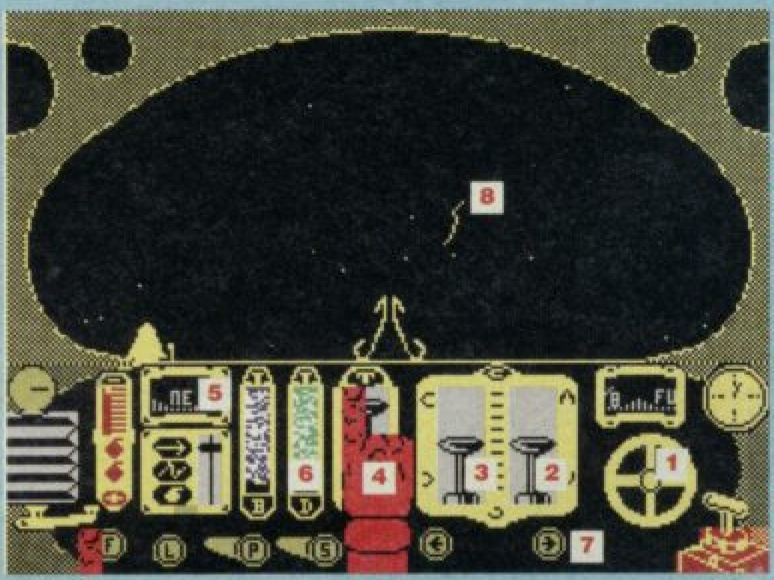
At this point, things start getting seriously spooky. Strange, unearthly creatures have been sighted and they're scaring the trousers off the locals and threatening that old sweetie, Nessie. The horrid things!

And guess what? Yep, you are the lucky chap who's going to save our Ness. To reach the depths of the lake, you've got a lovely 19th century diving bell. Just point your pointer at the place you wish to be and your sub will be there. Once immersed in the briny deep your objective is to look for some alien crystals and destroy them. But you've also got to keep your diving bell on course and there's loads of levers and buttons that do all sorts of weird and wonderful things. (Just study our box-off and you'll be alright.) Oh, and you've also got to avoid all those nasty alien-type monsters. Your progress is reported to the world at large via the frontpage of the Scottish Sentinel.

The world (well, Scotland) is counting on you to rid the land of this terrible evil. You can't disappoint them. Or can you? Load it up and find out!



What on earth is a submersible? If you volunteer, you'll find out soon enough!



1. Steering wheel.
2. Throttle type thing.
3. Depth changer thing.
4. Your hand.
5. Your compass direction (or heading, as we nautical types call it).
6. Depth.
7. Press here to look out of the side and back windows.
8. There's Nessie! That's her over there!

CONTROLS

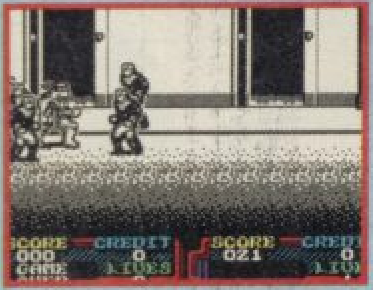
Joystick and keys Q, A, O and P. Use keys or joystick to point at controls.

TEENAGE MUTANT HERO TURTLES: THE COIN-OP

Mirrorsoft

PLAYABLE DEMO

Yes, those cowabungling, pizza-noshing dudes are back in town (or rather under it, hiding in the sewers). Raphaello, Gambaccini, Doughnut and Leonora have had their friend and mentor, Splinter, kidnapped from right under their noses. (*Are you sure about those names? Ed*) There's only one thing for it! They head off to the nearest Pizza Hut for some nosh. After that, they decide to go and free Splinter. Only one person could be naughty enough to have captured him in the first place. Yes, it's that swinish dude Shredder. But before you can get close to him, you'll have to duff in a a few of his henchmen.



Those turtles are so mean! Here they take on the might of two members of EMF. Bullies!

There's also a spiffy simultaneous two-player option. You and a friend can choose to fire nunchuckas at the enemy or use a sword. You can't both have the same weapon, though. This is to provide a little variety in your otherwise dull lives. Well, actually it makes playing the game easier (that old two-pronged-attack-using - different-weapons routine).

CONTROLS

Player 1 is the sword turtle

A	up
Z	down
X	left
C	right
V	

Player 2 is the nunchucka turtle
Joystick in port one or keys 6 to 0

P	Pause the game
Q	Quit when paused

Joystick/keyboard movement (with fire pressed)

- Jump
- Left Jumpkick
- Walk left + attack
- Attack
- Jumping swipe
- Attack
- Walk right + attack
- Right Jumpkick

The attacks can be any of four different types and are picked randomly by the computer when fired (just to keep you on your toes)!

DRAW IT

By Mark Rennoldson

READER PROGRAM

If you're a bit of an artist in your spare time, you might be rather interested in this spanky art program from Mark Rennoldson of Cheshire. It's great and it lets you do whatever you want. Just have a peep at the instructions below, learn how to use it, do some really spiffy art, get really famous, make tons of money and buy everybody in the *YS* office a Ferrari F40. Easy!



"I can draw, draw, draw any mountain. Ooh!" With *Draw It*, you can become very round and yellow and surprise birds!

Right. That's a brief (phew) look at the instructions. There are more in the prog itself, so you'll be producing mantlepieces within a month. *(Surely you mean masterpieces? Ed)*

128K ONLY

Make sure you keep the cassette running whilst you're using *Draw It*. If you don't, it won't work. You have been warned! If it runs out, just hit pause.

CONTROLS

To use the drawing function use a joystick.

Draw You can draw in eight different sizes, from one pixel up to eight.

Speed 1-4 Speed can be altered by pressing keys 1 to 4. Speed 1 is normal and speed 4 is remarkably slow.

Jump This lets you change how many pixels the cursor travels when you move it. The smaller the jump, the more accurate the drawings.

Spray You can spray or squirt ink onto the screen. With this command you can set the colour, intensity and size of the spray area.

Line A line will be drawn from the last cursor position to wherever you move. Pressing M will move the starting position without drawing a line.

Ray Trace Another bit which draws lines, but to fixed points. You memorise positions on the screen,then you can draw lines to them.

Circle Lets you draw circles (as long as you're in draw mode).

Paint Allows you to paint in two ways. The first simply alters the on screen colours, the second draws a pattern, then colours it with set colours to produce various, er, shades. I think.

Fill Fills shapes with ink.

Write Lets you type on screen in one of two sizes. You can move the cursor anywhere with the joystick to position the writing.

Grid Overlays a grid of character squares on the screen.

Grab Allows you to grab any graphics on screen. These are stored until you want to put them somewhere else in memory or save them to tape for use later.

Rubber Rubs out ink. You can have any size rubber.(Within reason.)

Clear Clears the entire screen, or washes it with any colours of your choice.

Tape Allows you to load and save piccies. You can also save your grabbed data too.

G LOC

ROLLING DEMO

US Gold

G-*Loc* stands for G-force, loss of consciousness. It's a rolling demo, is this, so you can just sit back and watch as US Gold take you through the levels and stages you'll soon be able to play. It's all very exciting, and the speed of the action will remove your socks and place them over next-door's fence. You have been warned.



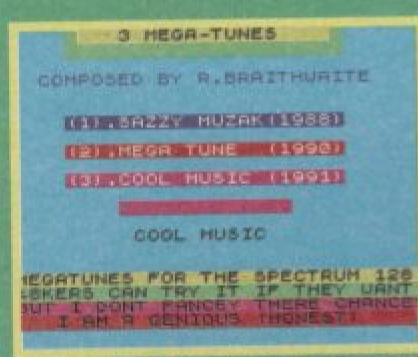
Oh, a trampolene! But, what's it doing in the middle of the Atlantic?

MEGA 3 TUNES

By Richard Braithwaite

FUNK BOX

Here are, er, three rather interesting tunes from Richard Braithwaite of Newport in sunny, fun-packed Gwent. The tunes are long and don't seem to repeat too much (which is a good thing). There is a Snazzy Tune, a Cool Tune and, um, another one. Strap on your dancing suspenders, kick off those uncomfortable school shoes and groove on down!



Argh, it's Linda's worst nightmare! Three spelling mistakes on a single page. Edukayshun, eh?

CONTROLS

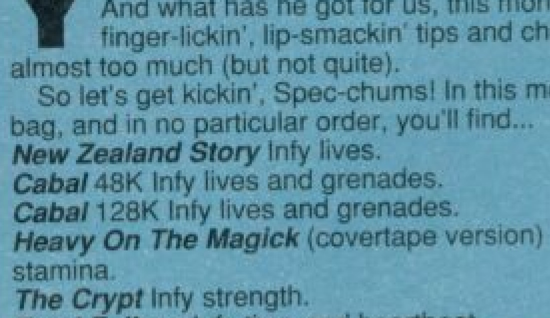
Er, there aren't any, except that we found that after you've listened to one tune, it's easier to press BREAK, then type RUN to listen to the others. We couldn't change the tunes once they'd started, you see.

POKERAMA 8

Yee-ha! That cheatin' ole Jon North is back in town! And what has he got for us, this month? Oodles of finger-lickin', lip-smackin' tips and cheats, that's what! Ooh, it's almost too much (but not quite).

So let's get kickin', Spec-chums! In this month's bag, and in no particular order, you'll find...

New Zealand Story Infy lives.
Cabal 48K Infy lives and grenades.
Cabal 128K Infy lives and grenades.
Heavy On The Magick (covertape version) Infy stamina.
The Crypt Infy strength.
Total Eclipse Infy time and heartbeat.
Castle Master Infy strength.
Driller Infy energy, shields and time.



Sugar cones in glasses shock! These little chaps might look harmless enough but they're actually killer ice-cream cones in disguise!

TAPE TRUBBS

Don't cry, don't bash your head against the wall! Just pop the offending cassette into a Jiffy bag, add an sae and send it off to *YS* Mag 7 No. 8, Tape Returns Dept (Nov ish), Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD (phew!), and drop it into the post box. You'll get a new one in 28 days or so.

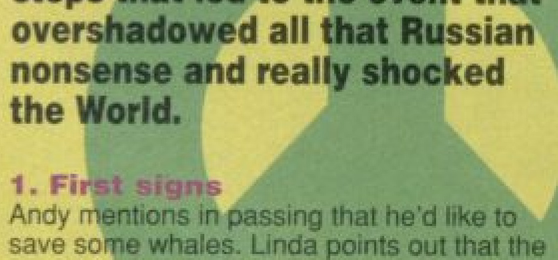


It's all go this month! Pssst pulls on its wellies, welcomes the new Ed and gives the youngest Spec-chum a big, slobbery kiss! Plus! The only chance you'll ever get to win a strimmer. (Probably!)

Pssst has some rather upsetting news this month. It's about Andy the Editor. He's...he's... oh we can't quite bring ourselves to say it. He's left the mag and turned completely green!

Yes, we recount the fateful steps that led to the event that overshadowed all that Russian nonsense and really shocked the World.

1. First signs
Andy mentions in passing that he'd like to save some whales. Linda points out that the shed is too small, so they'd have to stay outside by Andy O's crap bike. Andy just smiles and lights another joss-stick.



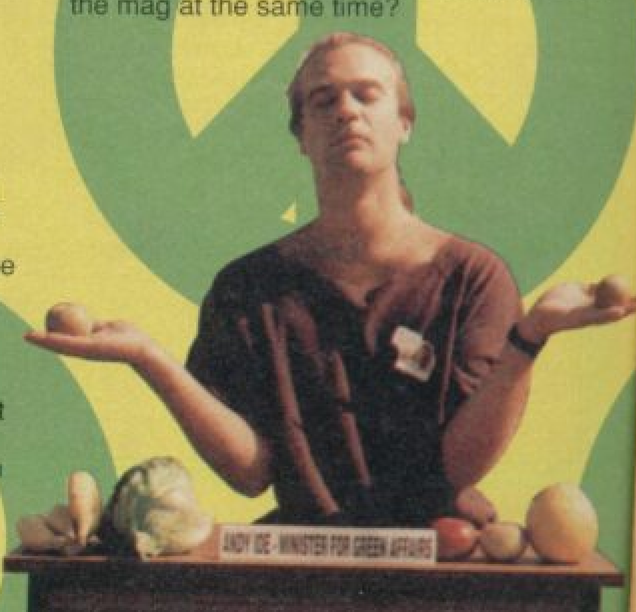
2. It gets worse
He's now started buying lead-free petrol. James and Linda get even more confused, because he hasn't got a car. Andy Ounsted leaves work one evening to find his crap motorbike plastered with stickers, all saying "Ecologically Unsound". No one admits to the vandalism, but Andy O has his suspicions.

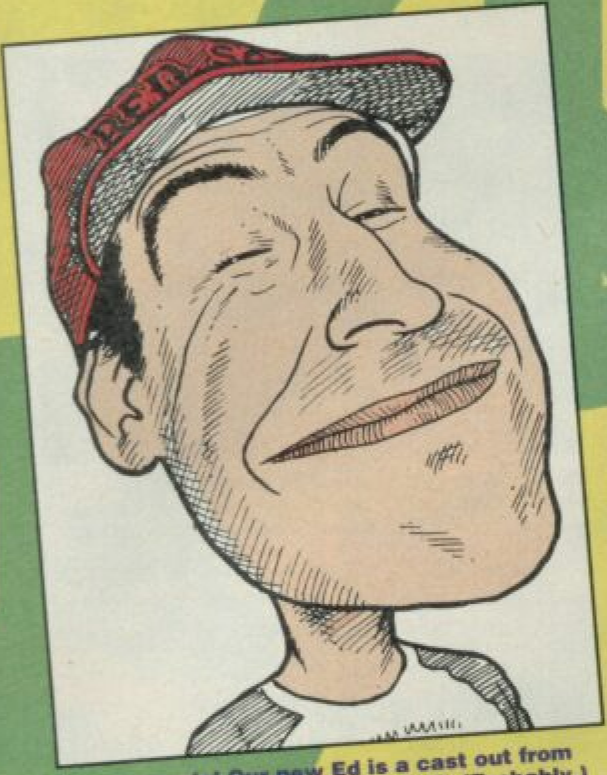


3. Things turn sinister
Andy comes in late each morning. He's covered with twigs and moss. When questioned, he says he's been 'hugging trees'. He also grabs Maryanne and tells her in a loud voice that Europe in 1992 is the only way forward. Maryanne backs away nervously (having heard that Europe is rather a dangerous place).

4. James gets worried
Andy gets James to drive him to the seaside. James agrees, thinking he might meet a pretty girl in the amusement arcades, but Andy has other ideas. When they arrive he steals the windscreen wipers off James's XR3i and attaches them to the front of a rowing boat he's hired for the day. He tells James he's going to scoop up any oil slicks he finds offshore. James, seeing his damaged car, bursts into tears.

5. Things get much worse
Some Belgians ring the shed to say that Andy has been elected to the European Parliament as a Green MP. He's applied for the title Minister for Green Affairs. Linda and James stamp their combined feet in a furious manner. How can he do this and edit the mag at the same time?





Shockeroonie! Our new Ed is a cast out from those well known tree lovers EMF. (Probably.)

6. Confrontation
When Andy gets in the next day (covered in lichen and bits of bark), he is confronted by Linda (who's hiding behind James' aching feet). Andy explains that this is the job that he's been waiting for all his life. The job is very important, he says, and he'll get £50,000 a year, a massive mansion and a huge Mercedes if he accepts.

7. The leaving
Andy leaves the shed for the very last time, tears in his eyes. But they're tears of pain cos as he walks out he's pelted with joss-sticks, hair-nets, lentils and tofu bars by the rest of the team (who found them all under his manky old desk).

8. The weird coincidence
Rehearsing his inaugural speech in a field in Wiltshire, Andy meets up with a sideways cap-wearing reject from EMF. They talk. The Mef dropout is also called Andy. He seems lively, witty, rad and kickin'. He also has a morbid fear of adulthood. One quick interview later and he's the new editor of *Your Sinclair.*

9. Meanwhile, back at the shed
All was gloomy in the *YS* shed. Without Andy, life didn't really seem worth living any more. "It doesn't seem worth carrying on," says Linda. But the door bursts open, the sound of Unbelievable fills the air and the new editor charges in. He introduces himself as Andy "Call Me Hutch" Hutchinson, and suddenly everybody's singing, leaping and dancing around the shed.

10. The outcome
Once everybody's calmed down, Hutch brushes the worry-beads off Andy's special orthopaedic chair and sits down at the helm. He's in charge now and things are starting to look seriously funky, "Set the controls for warp-factor 9. Look out, readers, we're

Cute kid, ahoy!



Ga-ga, goo, google, dribble... Oh, you're here, ahem! Well, Spec-chums, it's finally happened. Yep, the artiest chick of them all has become *YS*'s first mum. The world's youngest Spec-chum was born on Tuesday the 13th of August at the unseemly time of 1.05 am and weighed in at a stonking seven pounds and seven ounces. The little darling's full title is Eliza Anne Smith Meddings and she's totally gorge!

Young Eliza is already getting into the swing of things, she's sat at her mum's old Mac and been fussed over by the whole team. She's even found time between feeds to fit in a couple of softball games! Needless to say, we in the shed are all dead chuffed and completely besotted. Google, ga, goo, who's a pwitty gurly-wurly...



What a lovely girl! (The baby's quite cute too!)

T-ZERS

♥ *Lemmings* is coming! In a rather inspired move, Psygnosis (normally a very swank 16-bit software house) are converting their massive hit to the Spectrum. The aim of the game is to look after a load of lemmings who wander all over the place. You steer them to safety by calling on their skills to tunnel, build bridges or blow up walls. It's been voted the second best game on the ST and it should be just as stonking on the Speccy!

♥ Zeppelin are doing a motorbike game (which should please Andy O). They've signed a deal with Kawasaki and are hard at work on a huge racing game based on the incredibly fast and exciting green machines that the Kawasaki bods belt round racing circuits on. The game will be called *Kawasaki Team Green* and it should be a mega-fast action special!

♥ CodeMasters are planning a large Autumnal release schedule. Ahh, Autumn! Season of mellow fruitfulness, when bonfires crackle and... *(Get on with it. Ed)* Oh, well. The games include *CJ In The USA*, where that cute elephant gets himself to all the places worth visiting in America. It's another horizontal platform game and should be a corker. *Quattro Pub Games* is another compilation out soon. What's on that is still being decided, but you can be sure it'll make you unfit and give you bad habits (as well as being lots of fun).

Next on the Codies list is *Super Seymour*. Seymour's a pretty decent sort of chap and it'll be good to see him in this arcade adventure after his escapades in Hollywood.



Hmm, he looks more like Mr Spock really!

BE A WINNER! GAIN A STRIMMER!

For those of you who were heartbroken at not winning our beaut shed a few issues
back (that is, all of you except Graham Brant), nay fret! Here's your chance to
heal that crack. Yes! You could be the proud owner of this rather spiffy Black &
Decker, GL110, 230 watts, nine inch cut strimmer! (Phew, eh?)

This very modern piece of machinery could be yours if you can prove that you've got green fingers. Now, don't start trying to saw your digits off with a blunt bread-knife! Just stare long and and hard at these lovely pictures and tell us which bloom is which. Write down all your answers on the back of a postcard, slap a stamp on it and address it to *"Doctor, doctor! My grass is so high that I can't tell me pussy willow from me sphagnum!"* YS compos, 29 Monmouth Street, Bath, Avon BA1 2BW. Good luck!





If your hedge is looking a bit tubby, make it slimmer with a YS strimmer!

ROCK AROUND THE CLOCK

NOVEMBER 1988

Gosh, so what was going down three years ago, Spec-chums? Let's just polish up the crystal ball and see what we can make out. Ah, the mists of time are clearing...

Well, the cover star was a rubbery old chap with a missing brain. Wonder what happened to him? The covertape boasted a grand game called *Orbix The Terrorball* and inside *YS* sneaked a look at the brand new Sinclair PC200. *(Never heard of it! Ed)* Elsewhere in the ish there was exotic fruit aplenty as well as Megapreviews of *Spitting Image* and *The Munsters. Supreme Challenge, Laser Squad* and *Samurai Warrior* were beaut enough to earn coveted Megagame stickers and the top ten joysticks were put through their paces. Phew, eh? As for the charts, well, they looked a bit like this...

1. *Daley Thompson's Olympic Challenge* (Ocean)
2. *Football Manager 2* (Addictive)
3. *Road Blasters* (US Gold)
4. *Target Renegade* (Imagine)
5. *Street Fighter* (Go)



Ocean £10.21 cass

James I was rather miffed when I found out that this game has got absolutely nothing to do with smashing TV sets at all. I mean, I was really looking forward to kicking in a few cathode ray tubes and then Ocean turned round and told me that *Smash TV* is actually a gameshow of the future. (A bit like The Running Man. Probably.)



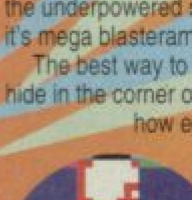
Oh, how useful! The gameshow host has given me a little map of the rooms in this arena. I think I'll go left (towards the bogs).

SMASH

Being all high-tec and futuristic, this gameshow is played for huge amounts of money and, like all futuristic things, it's also dead violent and frantic. You play a contestant who, rather stupidly, volunteers to appear on the show. (Actually, this is quite a good thing – after all, what's a gameshow without contestants?) You're welcomed to 'Come On Down' by the host (where have I heard that before?) and then invited to enter the arenas. Now, pay attention cos this is where it gets exciting.

The arenas are divided into a series of square rooms. Well, to be exact, they're more the shape of your TV screen than square (though, I suppose you might have a square TV screen). Oodles of different nasties pile into the rooms, and they all head for you. All you've got to protect you from this hideous attack is a weedy laser blaster. You'll find this a bit on the underpowered side, don't let that worry you! Yep, it's mega blasterama time!

The best way to deal with all these meanies is to hide in the corner of the room 'til you've worked out how each one attacks and moves, then blow 'em into tiny shreds! Meanwhile they'll try and catch you, either by firing all manner of weapons in your direction or simply by colliding with your little bod. Body contact, eh? I told you it was exciting!





Arrghh! Run away! This big snake bounces around the screen looking for bods to eat.

Where are the prizes then?

Ah, I was just coming to that. Throughout the game various prizes appear (just as a reminder that this is, in fact, a gameshow). These can be massive amounts of cash (which is all very nice but a bit useless when it comes to killing aliens), better weapons or special protection from the 'orrible creatures in the arenas (just the sort of goodies you need).

You can collect the weapons and prizes by wandering over to them. You move and fire in eight directions and, boy, will you need to! As with most games, the first bunch of aliens you come across are dead easy to beat. There's a large snake that goes around the screen in a pretty set pattern, just hide in a corner of the room and blast outwards when he comes past. Bits will fall off him 'til he's completely and utterly dead. You can now come come out of your hidey-hole and start cheering!

But don't cheer for too long, cos a load of new (and very angry) aliens will charge in! The monsters get progressively harder as you move from room to room (as you'd expect) and there are some real swines. There are usually about three waves of different aliens per room, and it makes sense to try and kill the first wave as quickly as possible. If you don't, then the second lot come trotting on whilst you're still trying to bump off the first lot. This makes for rather frightening gameplay, as you try to deal with both sorts at once. If you waste too much time running away from them, the third wave might happily wander on too. By this stage you'll be a nervous wreck and probably in need of a lie down in a dark place. (Like Finland.)



Come on down! This is the gameshow host welcoming you to the contest and your almost certian death. He doesn't seem too worried...

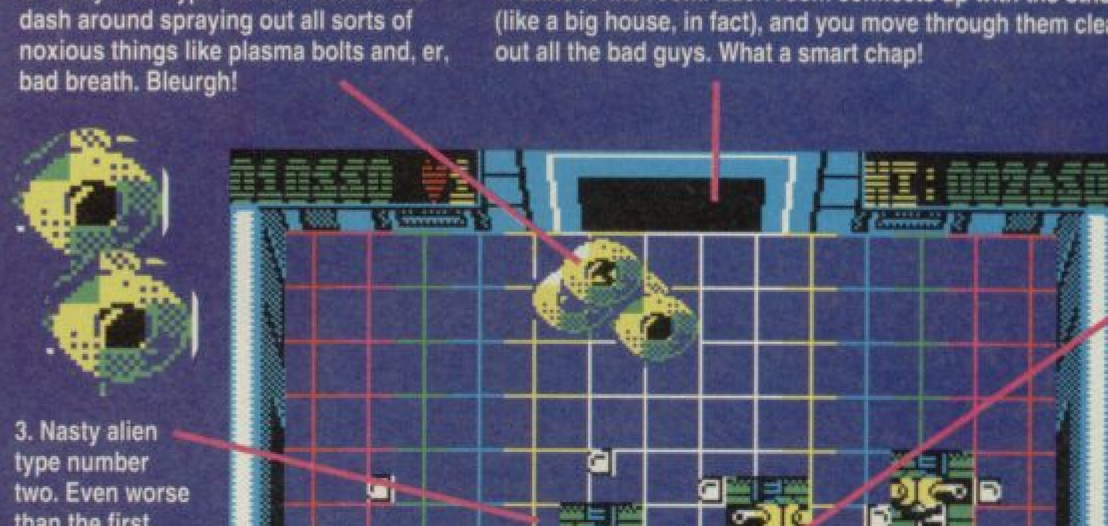
Is it any good then?

Good? Of course it's not good! It's absolutely brilliant. In all my years of Speccy gaming I don't think I've ever played such an addictive arcade conversion. The graphics are so big, smooth and fast, you could swear you're looking at a 5,000,000K mainframe. *(Don't exaggerate. Ed)*

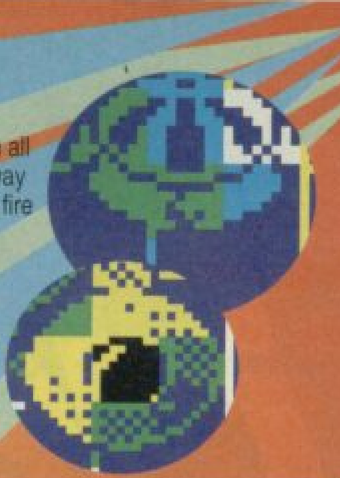
MUMMY, WHO'S THAT STRANGE

2. Nasty alien type numero uno. These dash around spraying out all sorts of noxious things like plasma bolts and, er, bad breath. Bleurgh!

4. Exits to the room. Each room connects up with the others (like a big house, in fact), and you move through them clearing out all the bad guys. What a smart chap!

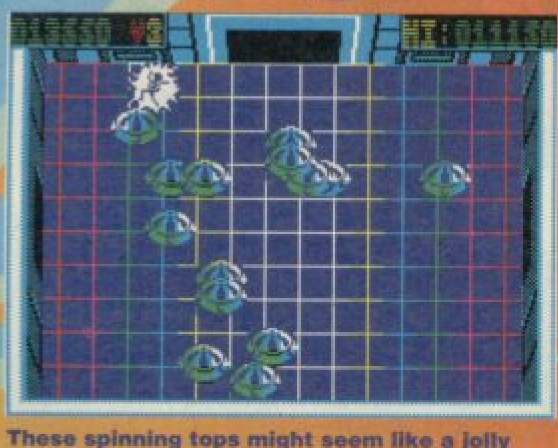


3. Nasty alien type number two. Even worse than the first type, these actually head straight for you (and they're not coming to say hello). Better collect a bigger weapon and



There are lots of ace little touches crammed in all over the place. For example, you can pick up 3-way blasters which cover a 90 degree area when you fire them. Basically, everything in front of you is completely incinerated. Can't say fairer than that, can you? Other useful finds include a sort of whirling suit of armour which only protects you from certain sorts of aliens. It kills them if they come into contact with it, so it's dead useful as a weapon as well. Oh, and there are the obligatory bombs which, when you get them, blow up everything on the screen except you. Hurrah is the word that springs to mind.

Yes indeed, *Smash TV* is really jolly spiffing. And once you get the hang of the first few waves of aliens, you'll be getting further and further every time you play. You'll be glad to hear that it's definitely not the sort of game that you'll finish off in one sitting. I played it for ages and ages and I only got past the first seven or eight screens. *(But everyone knows you're crap. Ed)*

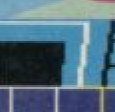


These spinning tops might seem like a jolly jape, but they're mean and fast. And there's so many I just couldn't escape in time. Bye!

TV

As well as being one of the speediest games I've seen in ages, *Smash TV's* whizzy graphics make for a veritable butter mountain of aliens. There are big snakes, robots, astronauts, armoured tanks, Bros fans, in fact the list is endless. *(You're exaggerating again! Ed)* Okay, nearly endless!

Listen! I've told you how good it is. It's absolutely, definitely a Megagame and I'm off for another bash. All that you have to do is rush out to your nearest Speccy software stockist and get yourself a copy of *Smash TV*. You won't regret it.

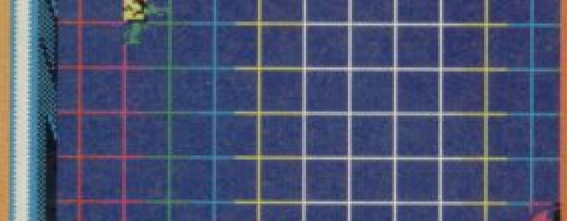


ALIEN?



1. This rather scorched little chap is you. The blobby guys at the top of screen were easy to escape, but those blimmin' tanks made short work of you. And your girly laser wasn't much use either. The only thing to do is run away.





Right. I'll just wait here until those blobby UFO things come closer, then I'kll let them have it with my laser. That'll teach them to visit Earth, steal our chips and zap us!

FINAL VERDICT

80 60 40 20

LIFE EXPECTANCY	95°	ADDICTIVENESS	88°
GRAPHICS	91°	INSTANT APPEAL	86°

DIAGNOSIS

Sell your family to buy *Smash TV*. It's the Christmas biggy, all right!

92°

JOYSTICK JUGGLERS

Ooh, what a carry on! Just as we were getting all settled and cosy in our flower bedecked shed then Andy decide to get all aware and went off and joined the blimmin' Green Party! So it was bye-bye to Andy and his flowing locks and a big "Yo!" to another Andy. So what have the jugglers got to say about their new Ed...



James Leach James and Andy go back a long way. At one point in their sordid lives they've even shared a bathroom! Gosh, what a horrible thought. We don't know which one to feel sorriest for! We asked James for the lowdown on the newest juggler. "Andy Hutch! He's a good chap even if he does think he's the forgotten member of EMF. You've got to watch him, he'll leap into the air at the first opportunity! Just don't even whisper the word unbelievable. And don't ever let him near your toothbrush." Thanks, James. Sound advice, that. (Probably!)



Linda Barker What do you make of your new Ed then, Linda? "He's a bit odd isn't he? I mean, he's very nice and everything but I think he's a bit mad. The other day I just happened to mention how unbelievably brilliant the latest Teenage Fanclub single was and he started leaping around the room like a liberated frog. Actually, with his baseball cap on (backwards, of course) he looked a bit like one of those blokes in that group who always wear shorts. The really crap ones. Ooh, what are they called?" Not EMF by any chance? "Yep, that's them. What a load of dingbats!" Erm, quite!



Jon Pillar Seen your new Ed yet, Jon? "No." You must have done, he's the bloke with the shorts and the baseball cap? "Oh, I wondered who he was. I thought he was some weird friend of James'. Gosh, I hope I haven't upset him. He asked me when I'd have my copy ready and I told him to mind his own business and watch where he was putting that keyboard. Oh dear." Oh dear!



Rich Pelley Does *YS* have a new cool dude? "Hmmm, he's pretty swish, this new Ed. Of course, he hasn't got my stunning good looks but he's alright. Actually, I was thinking of giving up the crown of cool. It starts to get to you after a while, especially when it gets to the point where you can't go down the chippy without some chick nicking your saveloy. But deep in my heart, I know that I'm cooler than him really. And that's what matters." Of course, dear!



Andy Hutchinson We know what the jugglers think of Andy, but how does he feel about them? "They're a strange little bunch, aren't they? I asked Jon a perfectly reasonable question and he looked at me as if I was mad! Rich keeps asking me where I bought my shorts and Linda just sits there blowing bubbles. I always thought James was a bit different but he seems to have got even odder – he's always bringing toothbrushes into the conversation! Strangest of all, none of them like EMF!" How odd!

HIGH SCORES

90° – 100° Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues – we guarantee it! Any game that rates an overall score of 90° or above gets the esteemed *YS* Megagame rating! It's a happening piece of software!

80° – 89° PDG! (ie Pretty Damn Good!) A game well worth digging deep into the old dosh bucket for!

70° – 79° A very enjoyable game, but might not be of lasting appeal to everybody.

60° – 69° A few niggles. Lacking in certain areas. Think before you buy!

50° – 59° Pretty average. Very average in fact. Actually, it's a bit crap.

40° – 49° Um, below average (believe it or not).

30° – 39° So sick it's due to be hospitalized.

20° – 29° Very poorly indeed.

10° – 19° Critical – not expected to last the night.

0° – 9° Clinically dead.



Domark/ £11.99 cass/£17.99 disk



Andy Doom, death, destruction, disruption, dissection, distortion and, above all, distress. Yes, one of the most violent arcade games in a long time has been converted to the Speccy. It's harder than a very hard thing that's been lovingly soaked in creosote for three days.



You've got to be super-fit to win a fight in the 'pit'. Here, James (top right), tries to get into his XR£i through the ashtray.

But then, when was the last time you played a computer game which didn't have any violence in it? Personally, I think you're far more likely to have been knocked down by a king size skateboarding strawberry with sunglasses on, than have played a game untainted by the ghoulishness which is icky violence. *(Rant, rant, rant! I think it's time for your afternoon lie down Andy. Linda)*

Pit-fighter is a beat-'em-up, pure and simple. However, in this particular game there are none of those namby-pamby rules like no hitting below the belt, no head-butts, no knives, no chainsaws and no harsh words. Nope, in *this* game you can use any means at your disposal to knock out your opponent. And *that* includes shouting harsh words at them.

The game is played in a kind of make-shift arena. It's make-shift because the limit of the ring is actually determined by the spectators. It's all remarkably reminiscent of those altercations at school when everyone would gather round in a big circle and shout, "fight, fight, fight". The peeps around the edge do a good deal of jumping up and down, although they aren't a very vociferous bunch.

Psycho-killer in the ring, (tra-la-la-la-la!)

At the beginning of the game you can choose your character. You've got a choice of three – Buzz, Ty or Kato. Each of these psychotic personages has their own brand of peculiar fighting skills and, therefore, varying chances against their sadistic opponents. Take a peek at that lovely box over there and swoon over the tanned and muscley fighting machines.

Once you've decided which character you'd like to control, you can really get into the match. Your first opponent is a grisly chap named The Executioner. He isn't too hard to beat, although as you progress through the game you'll find yourself up against harder and harder scrapping kings and queens.

MEET THE PIT-FIGHTERS

Buzz

This chappy is an ex-professional wrestling champ. His greatest asset is the fact that he's a musclebound dude with incredible amounts of power in his hefty loins. His special moves are the body slam, the head butt and the piledriver.

Ty

The resident kick boxer and the quickest pit-fighter in the ring. His incredible agility means that he can creep up on his opponents and give them a hefty smack in the back. Ty's special moves include the spin kick, the flying kick and the roundhouse.

Kato

A very grisly customer. This friendly fellow is a 3rd degree karatee black belt. Kato is a bit of a swift customer who specialises in unpronounceable oriental type moves. Oh, and he's also a dab hand at the combo punch, the flip kick and the backhand.



Lawks missus! Watch what you're doing with those stilettoes. Hang on, you've got a hole in your fishnets, my dear.



Kerumbs, watch where you're putting that boot Mr Weirdo. Nobody told me about this kind of pit-fighting injury.

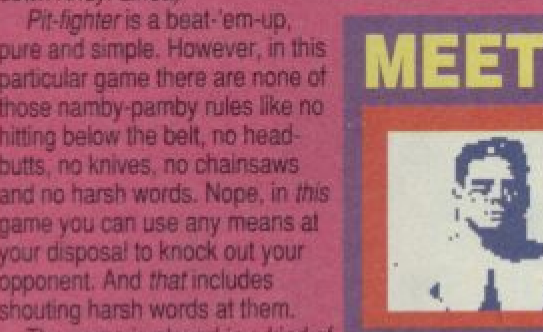
To win a fight all you've got to do is knock your opponent out. You can tell how well (or how badly) you're doing from a bar meter at the top of the screen .

There are seven options open to you in the fight arena. You can jump, duck, kick, jump kick, defend punch, perform your secret funky move or pick up an object. So, if you can anticipate what your opponent is going to do, you can either block him or make sure you whack him first.

On each level there are various collectables. There are knives, bales of hay, and even motorbikes that can be sent smashing into your opponent. (Oh, and we'd just like to make it clear that we don't recommend throwing motorbikes around after a heavy lunch – you'll only strain yourself!)

After every two victories a grudge match takes place. If you've been playing in the two-player option then your opponent is your friend. If not, you get to give a computer-controlled character (who's wearing exactly the same as you) a pasting. Succeed, and yet more money is pumped into the old purse to be spent down at the pit-fighter's tuck shop.

Plain, honest-to-goodness violence it might be, but *Pit-fighter* does get a bit boring. It'll probably end up being one of those games that you load up in order to have a quick scrap with a mate. Y'see, the computer players get a bit samey (especially if you don't progress very fast), so the two-player option is your best bet. Personally, I think I'll stick to my Etruscan stamp collecting, thankyou very much.



It's blimmin' typical, you fight your way through a bevy of hefty opponents only to be awarded a lousy purse. I mean come on, real men don't carry handbags!



Haha! Bet you didn't expect my breath to be quite so bad *did* you? Serves you right for trying to hit below my hand-wrought belt, you incredibly ugly (and rude!) chap.



FINAL VERDICT

LIFE EXPECTANCY	78°	ADDICTIVENESS	77°
GRAPHICS	80°	INSTANT APPEAL	81°

DIAGNOSIS

A simplistic but largely enjoyable beat-'em-up which owes much to *International Karate*.

DIZZY'S EXCELLENT ADVENTURES

He's cute, he's remarkably egg-shaped and he's back! It's a well-known fact that JAMES LEACH has a pathological fear of eggs, butter and all dairy produce. So, obviously, he was the ideal candidate to send to CodeMasters, where he could meet the ovoid dude in person.

YS MEGAPREVIEW

Slimy toads! They know I have a pathological fear of dairy produce! But when Hutch tells me to do something I just have to do it. So, after much umming and ahhing, I obediently trotted off to darkest Warwickshire – home of the Codies.

And what a treat they had in store for me! What was it? Well, nothing less than a mega-collection of *Dizzy* games all in one bumper, action-packed, fun-filled, star-studded, er, box. The Codies haven't quite decided which games will be in this interactive feast, but the whole thing will probably look like this: *Panic Dizzy*, *Kwik Snax*, *Spellbound Dizzy*, *Prince Of The Yolk Folk* and either *Bubble Dizzy* or *Dizzy Down The Rapids* (it hasn't been decided yet). You might be familiar with three of these, but *Rapids*, *Yolk Folk* and *Bubble* are all new.

Learn to spell

Spellbound Dizzy is set in the Mystic Kingdom, and rather spankily illustrated on this month's cover! Dizzy has been visiting his chum, who just hapens to be a Wizard. This old Wiz, who's a bit of a silly sort, has let Dizzy play with a magic book of his. And Dizzy, being even more silly, set off a rather powerful spell and sent all the egg-folk into the underworld. What a naughty boy, eh? So to sort out the mess, the bad boy has to go down-below to find them. This isn't the easiest thing in the world, cos there are 90 screens and they could be hiding anywhere!

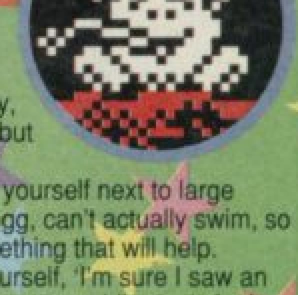


Dizzy tries to kill himself by crashing head-first into a tree. Silly thing!



And a dozen eggs, please Mr Milkman! Here are Dizzy and his almost-spherical friends. Happy little bunch, aren't they? You'd never think they were such a load of trouble-makers!

The whole thing's jam-packed with objects to collect and fiendish puzzles. For example, you'll find a trampoline just sitting around on one of the screens. Then, just a few screens away there's a really tall cliff. So, what do you do? You drag the trampoline across to the cliff, jump up and down on it for ages and then, when you're high enough, you can bounce onto the top of the cliff. Easy, huh? Well, that part is but things start to get a bit tougher when you find yourself next to large lake. Dizzy, being an egg, can't actually swim, so you'll need to find something that will help. 'Hmm', you'll say to yourself, 'I'm sure I saw an aqualung and some flippers a while ago'. And off you'll trot to try and find them.





No wonder he looks a bit upset. The fool is deep in the lake and he's taken off his aqualung gear. Ladies and gentlemen, you are watching an egg drown. Also, as any self-respecting cook knows, when an egg floats – it's off. Yeurgh!



There's a useful scroll! You can't collect them, but they give you lots of useful hints.

The animation of the little Dizzy character is as good as ever. In fact, I do believe that those CodeMasters (and CodeMistresses, we're not sexist around here!) have improved the little fellow. He rolls around with the most frightening degree of realism. And I know that for a fact, cos when Hutch and I shared a house we'd leave the eggs out of the fridge for a few weeks and they'd start to walk around by themselves. We'd watch them for a while and then we'd eat them. *(I never did! Ed)*



Don't panic, Mr Mainwaring!

As well as *Spellbound Dizzy*, there's *Dizzy Panic*. Pants-swinging CodeMasters fans will know that this is the nearest *Dizzy* ever gets to *Tetris*. It's a puzzle game in which coloured shapes drop down through large chutes from the, er, top and you've got to get them through the holes at the bottom. At first they drop one by one, and you get a tad lulled by the ease of it all. But as you get better and better, things speed up until you're zipping the joystick (or keys) all over the shop. Phew is just about the only word that really describes it. Dizzy doesn't actually do much in this game, he just sits in the centre of the screen watching how well (or how crap) you're doing.

You can choose your own starting level and, as you continue, things get more complex as well as faster cos loads of different of shapes fall down. You also get more and more chutes for the blocks to fall down. Yes, it's a wicked puzzle game and it's all a bit of a nightmare, is *Dizzy Panic*.

Fancy some snax?

Also on *Dizzy's Excellent Adventure*, there's an old *YS* 92 percenter called *Kwik Snax*. What seems to have happened in this one is that an evil Wizard called Zaks has cast a rather nasty spell and banished four members of Dizzy's family to separate islands in the land of Personality. Right, I've got a couple of problems with this one - firstly, I never realised Dizzy had a family (I mean, eggs don't really have brothers or sisters, do they? Not unless you count chickens and stuff). And secondly, I refuse to believe in a land called Personality. If there is such a place, why aren't I living there? *(Because you're crap. Ed.)*

Anyway, your job is to rescue all your immediate relatives and make sure they're okay (no cracks or anything). But it's dead tricky cos each island (and they're all on different islands, remember) is divided into five screens. Each screen has got a different theme (as it were). For example, one screen is covered with teddy-bears, one is all icy, another has got a big castle on it and another is clouded by, er, clouds.

You bounce around the screens collecting everything you can, avoiding the baddies or pushing parts of the scenery in their way. You can slide whole blocks of scenery around 'til you've trapped the monsters, which makes your job a whole lot easier. As you collect all the objects, some have negative effects so you might find yourself with reversed controls, or moving at only half your speed or something. It's bad news when this happens, that's for sure.

Luckily there are bonus screens where you just need to collect everything you can (and it's all jolly good for you). *Kwik Snax* is different to the other *Dizzy* titles and it shows. As Rich Pelley, our uncrowned King of, er, something says: 'it's spookily addicitve and it's really nicely presented too – with colourful graphics and everything. It's ace!' Thanks for that, Rich, you royal personage, you.



We love bananas because they have no bones! There's quite a lot of bananas to get through there, I'm beginning to feel sick already. Excuse me...

What's Dizzy up to next, then?

That's exactly what we wanted to know, so we went down to the CodeMasters farm to find out. We spoke to an important-looking bod called Paul Ranson, who's had a hand in creating the eggy chap. Hi Paul!

Hello, YS posse!

Er, what's Dizzy going to be up to next, then?

Well we've made the games about as physically large as we can. (There's 90 screens for Spellbound Dizzy, *for example.) Now we're going to be concentrating on making the Dizzy (and Daisy) figures better. He's already got moving facial expressions and bouncing arms and legs, but he'll get even better. We're pushing the technology!*

Brilliant! We can't wait, Paul. (Can we, readers?)

What a dreadful yolk!

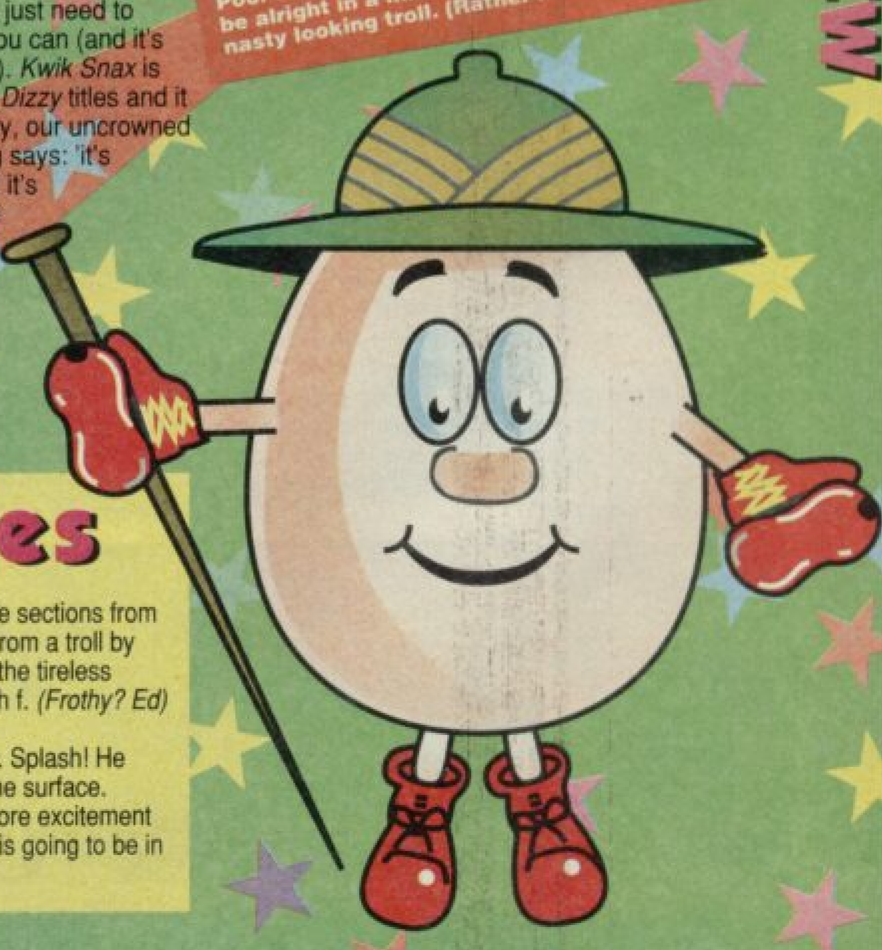
Prince Of The Yolk Folk has Dizzy's pal Daisy falling asleep under a magical spell after pricking her finger in a field. The sad thing is that she'll be asleep for 100 years unless a Prince comes along and kisses her. (Bleurgh!) So our egg-shaped hero, Dizzy must become a Prince. Easy? I think not!

To become a Prince he's got to perform loads of tasks. For example, the little chap must find a joke book to make the Princess of the Kingdom a bit jollier, then he's got to find, then blow a magic horn and he's even got to arrange a date with the Grim Reaper and St Peter (they've each got a little present for him when he does). Brave little chap, isn't he? *Prince Of The Yolk Folk* is similar in layout to *Spellbound Dizzy* in that it's huge and packed with people and puzzles. What's more, it's only available on this compilation, so you can't rush out and buy it on its own in the shops! What a barg!





Poor little Diz doesn't look too healthy. Still, he'll be alright in a minute, then he can bash up that nasty looking troll. (Rather him than me!)



Here are the newies

What CodeMasters plan to do with the *Rapids* and *Bubble* games is to lift arcade sections from the Nintendo versions. *Rapids* sees Dizzy and Daisy, his girlfriend, escaping from a troll by jumping into an apple barrel. Sharks and hippos are trying to tip them up and the tireless twosome must throw apples at them. It's fast, furious and something else beginning with f. *(Frothy? Ed)* Well, I suppose it's a little bit frothy, what with all those waterfalls.

Right, *Bubble Dizzy*, next. Dizzy has been forced to walk the plank by a pesky pirate. Splash! He sinks to the bottom of the ocean and must jump from bubble to rising bubble to get to the surface. There's tons of nasties trying to stop him like sharks, electric eels and fish!. Cor, eh? More excitement than one person could rightfully stand! And one of these wickedly rad sounding games is going to be in the compilation. Gosh, it just gets more and more exciting!

World Class Rugby

YS MEGAGAME

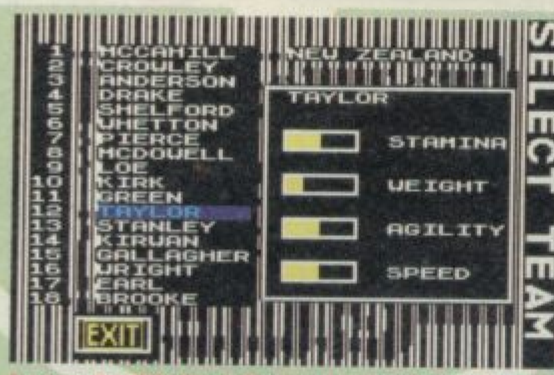
Audiogenic/£11.99 cass/ £15.99 disk



Andy I remember rugby. That was that awful sport, played exclusively in the freezing winter, where the large boys with body-hair got to squash your face into goo and got a pat on the back from the sportsmaster for their efforts. Meanwhile, the girls got to play sedate games of netball. Hurumph. Give me table tennis anyday.



I mean come-on, I reckon that if horse racing is the sport of kings, then rugby must be the sport of bash-faced bruisers who can put away 15 pints of lager in a single sitting. Anyway those nasty chaps who were so 'good' at jumping up and down on each other and kicking a peculiar shaped ball carried on playing when they grew up – and even earned money for it. Hence something called professional rugby.



I came by this New Zealand side cheap, they were on this market stall in Hackney and I didn't have enough for the Ken Dodd piccie!



Nah! We don't want equal skills. Wouldn't want those Aussie chaps winning a game. Cheat, who said cheat?



When have you ever heard of a rugby match being friendly? I mean come on. Not even tiddly wink matches are friendly these days!






What a silly chap. He's gone and tackled completely the wrong player. Meanwhile number 12 can canter down the middle of the field! Or can he? Nope, tackled again and time for a scrum. Heave ho. Pass it here, then hurrah, number 8 scores a try. Hurrah!

World class rugby is pretty much the same as World class football, except that the Brazilians and the Cameroons are really crap at it, whereas the New Zealanders and the Australians (who are dreadful at footy) are brilliant. What a weird game!

Call that friendly?

Audiogenic's *World Class Rugby* is a faithful representation of the competition which'll be played out for real by the time you lot read this. You can either play a single 'friendly' game, a league game or a proper world cup tournament. The friendly game option (contradiction in terms or what!) enables you to have a quick kick about, the league option operates in the same way as the football league and the cup option is a knock out tournament.

Practically everything can be configured the way you like it. Your team can wear different coloured funky strips, the matches can be played for however long you like (as long as it's between two and 40 minutes), the pitch can be any colour and the skill level can range between zero and six.



If you're unhappy with your squad you can change the line-up. To decide who's best suited to the job you can look at any one player's skills. So, for example, if Gareth Chilcott's (does he really?) stamina is a bit below par you can drop him from the team.

Once you're happy with the team you can actually play a game. Hurrah! This starts off with the chaps jogging out onto the field and then booting the ball up-field. The strength of any kick is controlled by a groovy kickometer which also enables you to control direction.

With the game underway, you can now begin to canter upfield and attempt to get hold of the ball. Yep, this is where the fun really starts! The player nearest the ball has a large arrow over his head, move him towards the ball and he can pick it up (as long as it's just lying on the floor). But (but!), if one of your opponents has got the ball, you can tackle him by pressing fire.

Try me!



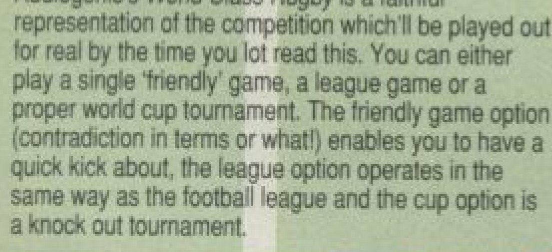
There are lots of set pieces to any game. Depending on how nimble and quick you are, you can pass the ball down-wing to your fastest players and get a few tries. Then there are scrums. (Now, children, these are very dangerous and shouldn't be tried at home!) Both sides get into a huddle and stare fiercely at each other for a few tense seconds. The ball is then thrown in and 13 beefy guys attempt to kick the ball over to their own side. At this point you can either run, or try and get possession of the ball by waggling the joystick as quickly as possible.

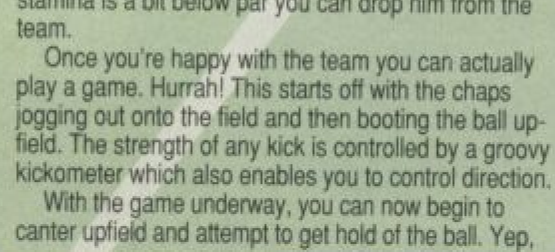
Get a try and you can go for a conversion (which is a bit like a goal!) by booting the ball through the posts. If you're successful, you'll get some lovely points and a large pat on the back from your manager.

There's also a radar which shows you where your other team members are (probably writhing in agony in a foot of mud), so you can pass the ball to your own chaps rather than those ugly bods from the other side.

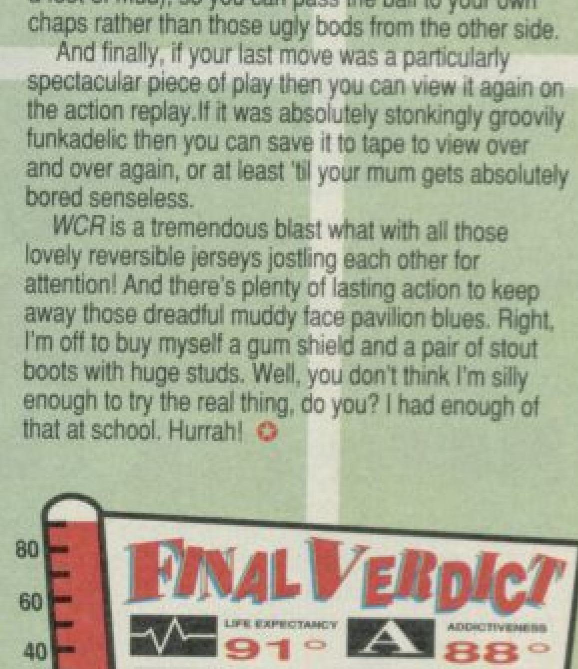
And finally, if your last move was a particularly spectacular piece of play then you can view it again on the action replay.If it was absolutely stonkingly groovily funkadelic then you can save it to tape to view over and over again, or at least 'til your mum gets absolutely bored senseless.

WCR is a tremendous blast what with all those lovely reversible jerseys jostling each other for attention! And there's plenty of lasting action to keep away those dreadful muddy face pavilion blues. Right, I'm off to buy myself a gum shield and a pair of stout boots with huge studs. Well, you don't think I'm silly enough to try the real thing, do you? I had enough of that at school. Hurrah!





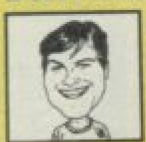
That large red box is in fact a radar, not an international smartie convention on the pitch.



BANGER RACER

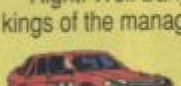


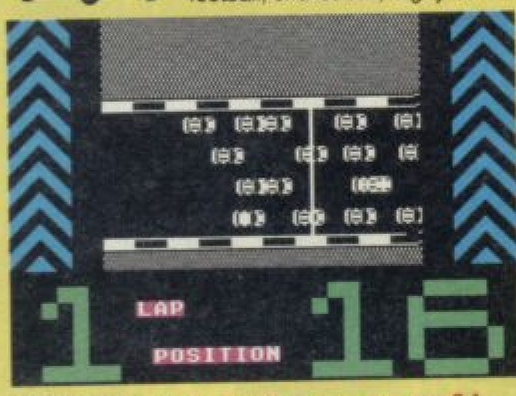
D&H Games /£3.99 cass



James I wonder why Hutch gave me *Banger Racer* to review? It wouldn't have anything to do with my immaculate XR3i, would it? No, surely not. My car is a pristine example of thoroughbred power harnessed under some beautifully sculpted bodywork. The sleek lines, gracefully merge... *(Get on with it! Ed)*

Right. Well *Banger Racer* comes from those kings of the management sim, D&H. And guess what? Yep, it's a management sim. This time there isn't a football, cricket ball, rugby ball or man in chunky jewellery in sight. Instead you've got a knackered old car, about fifty quid and the urge to drive into other people. You must be completely bonkers.





The race is on. And which one are you? I haven't a clue.

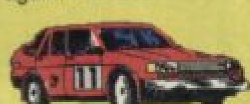
You little tinker!

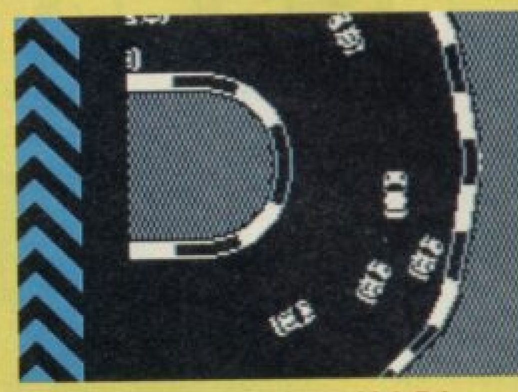
There's the usual menu screen which gives you loads of options to tinker with, but the best thing is to start off by buying bits for the car. Protection, such as roll-cages and special unexploding fuel tanks come as optional extras – so you'll have to fork out for them. If you can afford it, you could sell the car and buy a better one.

Once you've got your car sorted, you can drive around for a bit and pretend you're in training. All this, by the way, comes stark naked and without graphics of any kind. I suppose it's traditional, really. Other options allow you to check your bank balance or enter a race.

Here's where it gets, er, more interesting. You actually have a bird's eye view of the race, with your car looking a tiny bit different to all the others. You can follow your car as all the vehicles bump and bash into each other. You can't control your car but if you've set it up right, you might make your way past all the other cars to first place.

If you do come in first, you collect about £10 to spend on your car and do the whole thing over again. Win a few races and you're onto a nice little earner! It's a fast management game (unlike many, where you and all your descendants can die waiting for the menu screen to appear) and the graphics aren't amazingly crap, but it doesn't have the addictiveness of some of the D&H football sims around at the moment. (Cor, I never thought I'd hear myself say that!)





It's all push and shove in the high-flying world of banger racing, that's for darn sure.

FINAL VERDICT

LIFE EXPECTANCY 43°	ADDICTIVENESS 49°
GRAPHICS 59°	INSTANT APPEAL 50°

DIAGNOSIS

Okayish graphics and decent speed don't really rescue this 'un.

52°



The planet is slowly dying, through high levels of pollution. Mankind's leaders have retreated to their safe havens, aboard the city ships; while the rest of the population are left to survive alone. Wolverines patrol the cities protecting against destruction until the levels of pollution have subsided. Slowly their numbers are depleted and you control the last remaining robot, facing a new challenge. With pollution levels rising and huge mysterious, insect like robots destroying the city, time is running out as you battle to the heart of the furnace; from where the 'Scavengers' continue to multiply and choke the area with pollution.

image WORKS

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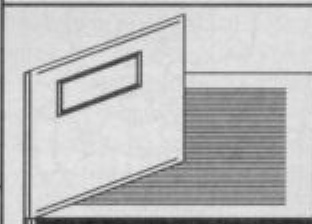
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Letters

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Star Letter winners receive three free games! All letters win a YS badge!



Hey, dudes! You're probably thinking "who's that incredibly cool geezer, I wish I looked like that!" Well, it's me! I'm Andy and I'm your new Ed! Get down! I think this is the job I've been waiting for all my born days and I'm going to give all you geezers the time of your life. I know it sound impossible, but *YS* is just going to get better and better. You won't believe your little peepers!

I've only been here a month but already the shed has become my spiritual home, it's just such a cool place! So, keep on sending in all your well groovy letters and stay cool. And remember, kids – life is a wheel like a big orange peel. Yo!

ALL CHANGE!

I am glad to say that I am the proud owner of a subscription to *YS*. I am not glad to say that when I get it the bag is all ripped open, the tape is cracked and the magazine is bent. Anyway, that's enough complaints. I shall now tell you about the time when my wardrobe didn't fall on me... *(I'd rather you didn't. Ed)*

Hywel Rees
Cardiff

Well, I'm glad to say that never again will your subs copy be bashed and battered with such abandon. We've given the geezers who used to deal with subs a good slap round the head and handed everything over to a well rad bloke with a pipe. He's called Andy Akerman and he's the tops. From last issue onwards subs now get their own special newsletter written by our Linda. It's got loads of stuff on it like competitions, dance steps and, erm, lots more. Don't delay, take out a subscription today! **Ed.**

FEELING HOT! HOT! HOT!

Do you ever get cold feet when you play your computer because you took off your shoes and socks? Well, I have just found out how you can stop your feet from getting cold if you've been playing a game for a long time. Just put your foot on the transformer, it'll be hot and so will your feet! Not bad for a boy of nine, eh?

The Mad Inventor Ex-Salesman
Boston, Lincolnshire

At last, a nationwide problem solved, I don't think! Haven't you got anything better to do with your time than think about warming your tootsies? You should be out on the streets, man. You should be oiling your wheels and rolling with the best of them. If it's too cold downtown you should be in your room getting down to some decent tunes and playing computer games WITH your shoes and socks on. That's what I do. And if I'm not wearing my baseball boots then I put on my Turtle slippers. (They were a present from my gran.) **Ed.**

PLASTIC MAN

I get weirder things than you in my cereal packet, except they are made out of plastic. Have you ever thought of being plastic? I have, it's annoying. Claustrophobic conditions, nothing to talk to but coco pops, severe blindness when the packet is ripped open and the kids pick you up by your head. You are then shot into the laundry chute with an airgun (see Home Alone). Later, when things are more settled, the dog finds you and you don't have any fruit pastilles to get rid of the taste of dog saliva.

Actually, I don't give a ruddy uzi about plastic things, so why am I wibbling on about them?

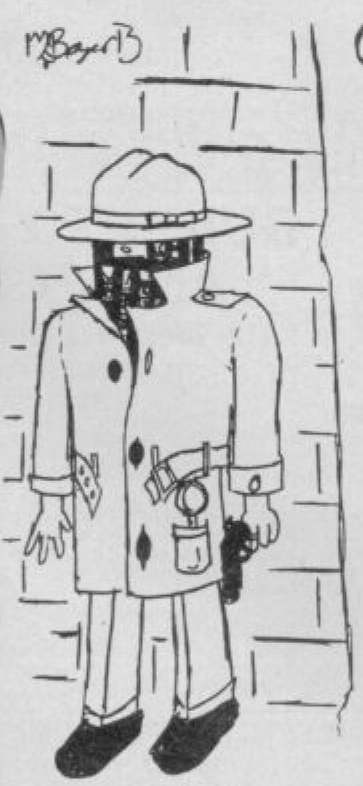
Pink Idiot
Milton Keynes

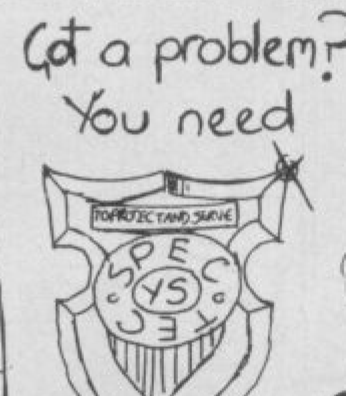
Not even a plastic Andy Ide could be weirder than the real one. But being plastic does have its perks – Barbie's plastic. (Action Man never complained!) **Ed.**

DOODLEBUGS

Well, you are an impressive bunch, aren't you? I looked in the Doodlebug box expecting a few crap drawings and what should come tumbling out but art! I know all about art so, after much thought and study, here's *Spec Tec* from Mike Brazier of Dyfed, *Boom* by Michael Naylor and a few strange (but sound) bits and bobs from Stephen Blitler of Bexleyheath.

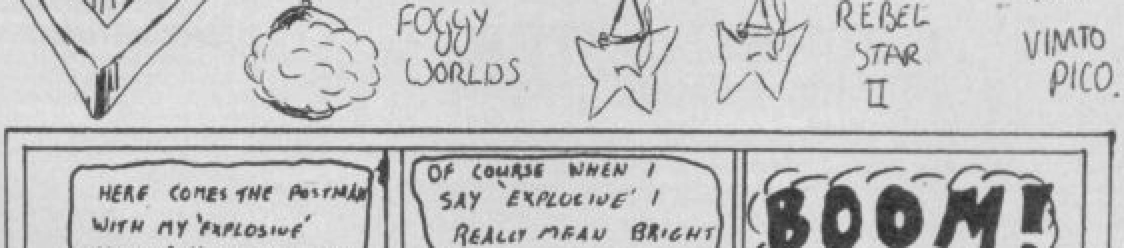












STAR LETTER



LAGER LOUT

Could you please print a photo of Jon Pillar in your mag. I'm a bit depressed at the moment and could do with a good laugh. (Ho! Ho! Sorry, Jon.)

I'd also like to enquire whether or not Andy Ide was the bloke who was recently remanded in custody following an incident involving 20 cans of export lager and a goat? The likeness between said Editor and the man in question is quite uncanny. If you ask me, such behaviour is both perverse and unhealthy.

Oh, and did you know that when played backwards, the Magnificent 7 cassette from the September issue reveals a message that James Leach is actually the Anti-Christ! I think we deserve an explanation!

Jack Daniels
Aberdeen

So do I! I thought the Anti-Christ was a goat with red eyes and 666 tatooed on his head. James has obviously rigged up a pretty good disguise. That Damien out of The Omen was an Anti-Christ too, wasn't he? But James doesn't do any of the things that he did (his mother's still alive and well). In fact, I think James is a pretty crap Anti-Christ.

Old Andy Ide's a far more likely candidate, especially now that this lager and goat business has come to my attention! The lager was probably some strange, ritualistic brew put into cans to evade suspicion and the goat, well – the goat's obvious. All those vegetables he was into probably play quite an important part too. Hmmm! It's probably a good thing he went when he did. Oh, and I'm afraid that, at the time of going to press, no pictures of Jon Pillar were available. I know how disappointed you must be so you can have the Star Letter instead. Yo! **Ed.**

UNWANTED HUMANS WANTED

Yo! You groovy guy! *(Ah, my reputation goes before me! Ed)* In reply to your plea for a home for James in ish 66, he can come and live with me. We already have three other Jameses, so one more would be okay. Here is a guide to the conditions he would live in. He would have a little basket with a blanket, a litter tray and a collar with a name tag on. He will be fed twice a day on good wholesome peas and we'll take him for walks twice a week.

Rob Swallow, Chairman Of The Home For Unwanted Humans
Fleckney, Leicester

Lucky James, eh? But I feel I should warn you, Rob, he's not the easiest person to live with. Take it from one who knows. Mind you, if he's got his own litter tray and everything you should be alright. It's sharing a bathroom with him that's the really annoying thing, that and the fact that he was always turning off my music. No taste, that's his problem. **Ed.**

ALF WHO?

As you are a hippy, are you also a vegetarian? If so, I am going to give up reading *Your Sinclair* from now on.

Why? Well, I was incensed by the Animal Liberation Front's latest escapade when they set fire to meat lorries. A person could have been seriously injured – do they really care more about animals than people? It would appear so.

I am a red-blooded male and, unlike those namby-pamby wimps who have to live on vegetables because they cannot stomach animal protein, I would never consider giving up meat. How dare the ALF try to impose their views on everyone else. *(Are they? Ed)* It should be up to the individual's conscience whether or not they eat meat.

And as for that Morrissey's outburst about the meat industry being evil – codswallop. His music is more satanic.

Howard Iyam
Aldershot, Hampshire

Calm down, Howard! I think you're getting a bit hot under the collar. Andy Ide was not a vegetarian (he liked the odd chilli now and then) but Maryanne and our Spec Tec are and you've managed to offend the pair of them. Most vegetarians have absolutely no truck with the ALF and it's quite narrow-minded of you to suggest that they do.

You also call vegetarians "namby-pamby wimps" who "can't stomach animal protein." There's nothing macho about eating (or not eating) meat and not all veggies are squeamish. As you say, it's up to the individual – I think you should remember that! Personally, I hate all vegetables, in fact I hate anything healthy. (The only things I eat are meat and chocolate.) And you're right about that Morrissey chap, he really is Mr Satan. How could he be otherwise with lyrics like:"No, I will not steal a pair of jeans off a clothesline for you." Get with it, man. (We won't hear anything against old Mozza in this shed – Linda's dog's called Morrissey. Honest!) **Ed.**

SMALL PRINT



If you want free tickets to the cinema, my mum can provide them.
Douglas 'Riot' Campbell, Glasgow
My mum used to work in a record company office. Signed pics of Boney M are much better that cinema tickets. **Ed.**

Yes, I support the theory that men are descended from sheep.
Dan 'You Disagree?' Gavroski, Milton Keynes
Oh, is that why James eats like that? It's all becoming horribly clear. **Ed.**

It's not easy being a voluptuous tweety bird who only gets paid £7.57 a week.
The Voluptuous Tweety Bird, District 57, Toytown
It's a darn sight easier than being an unpaid member of EMF. I get all the hassle and none of the dough. **Ed.**

Tell me, where did I go wrong? Is it my deodorant?
Lucian O'Neill, Ipswich, Suffolk
It's more likely to be that horrendous habit you have of picking other people's scabs. **Ed.**

A piece of toast is not a probation officer in disguise.
Anon, Llanelli
But a boiled egg could easily be a judge in a different hat. **Ed.**

Am I too brainy?
Ross Robinson, Motherwell, Strathclyde
I shouldn't think so. **Ed.**

WONDERFUL WORLD OF SPECCY



The rest of the team assure me that we get loads of mail from all over the world. Usually. You can imagine my disappointment when the most exotic letter I could find came all the way from, erm, Ireland. Ho hum.

GUILTY! (IN THE FIRST DEGREE.)

I used to think that *YS* was brill but recently you've caused me no end of trouble and you are indirectly responsible for Digby's mental illness. Digby is my cat.

The trouble started when I got *YS* 67. I opened up the Megapreview of *Alien Storm* and, to my surprise, the squelchy brain thingies and the mutant cabbages hopped out of the mag! You can imagine my horror when they made their way straight to the fridge and cleaned it out in two minutes flat! Then they saw Digby and started giggling! They squelched their way over to Digby and made a circle around him. I tried to rescue my furry Spec-chum but I was glued to the floor by mutant cabbage excretion. (Bleurgh!)

Anyway, they scared poor Digby so much (he's very sensitive) that he went all goggle-eyed and just sat there staring. He's been there ever since.

The only way I can ever forgive you is if you make this the Star Letter. I'm sure that Digby will snap out of his trance when he sees the three free games. (He's a dedicated Spec-chum, y'see.)

Patrick Corry
Glenageary, Ireland

Well, sorry and everything but, seeing as we haven't had any other complaints, I presume you just got a dud issue. It's odd, but this sort of thing never happens to me. I'd love to open a magazine and see all the pictures come to life. As well as being a totally rad, wurzley skateboarder I'm also a bit of a romantic – which is quite a dangerous combination. Only last week I was happily whizzing along Monmouth Street dreaming that I was rolling down 5th Avenue with that Peter Hooton out of The Farm. We were having a great time twisting and flipping up the sidewalk, passing cops... then I bashed into a low-hanging branch and my wig came off. But that's enough about me and my well wicked exploits, back to your letter.

Your rather upsetting letter had me in tears (I'm very fond of cats) but you still can't have the Star Letter. Yo! **Ed.**

KINDLY LEAVE THE STAGE



It's actually quite difficult to come up with a joke that's both funny and original. I hadn't heard any of the following before and they made me laugh. So, on my terms, that makes them quite good! First up are a couple from someone who obviously doesn't what to reveal his identity...
Q: What did one banana say to the other banana?
A: Nothing. Bananas can't talk!
Ha! Ha! And there's more...
Q: What do people in Devon call cats?
A: Cats!
And here's one from **Richard Brailsford...**
Q: How d'you make a witch itch?
A: Take away her w!
Gee, what a tremendously witty lot you are! (Ahem.)

GOOEY RUNNERS

I feel that I must write to you about a problem which has been causing me immense amounts of grief. You see, my 6571 Hornby signal box has melted into my mum's vegtable patch, with the result that her runners are all gooey and horrid. She's told me that unless I replant the whole patch she'll lift my earlobes over my head and then send me to Gonwannaland to live with the silt-eating, tentacled baguette monsters of the Parnuance tribe. Please, *YS*, help me, I've got no-one else to turn to. I really am rather desperate. Oh yes, and could you please send me a copy of *Jet Set Willy* as I missed it first time round?
Wandering Gerald Blueberry Spot
Wrexham

Well, Wandering Gerald, you've come to the right place for advice. I know exactly what you're going through. I used to have a 6571 Hornby signal box but mine didn't melt. It was my pride and joy and there was no way that I'd ever leave any of my prize possessions in the vegetable patch. Mind you, I did leave my sister there once (I tied her to the bean poles). She didn't melt either, she just went all red and angry.

Don't worry, Gerry, your mum'll soon forget all about it and, if she doesn't, Gonwannaland's quite a happening place. The only reason that the natives eat silt is cos of its feet-altering qualities. Honest! If you eat silt it goes directly to you feet and makes your toes throb. And, no, I haven't got a spare copy of Jet Set Willy. **Ed.**

TRAINSPOTTERS

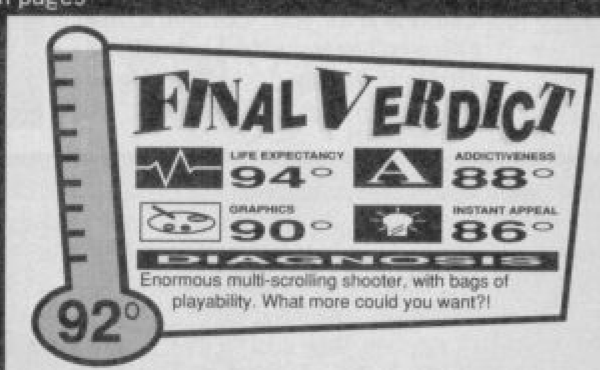


A COMMON COMPLAINT

I am demanding a Trainspotter, as will most *YS* readers be, for the mistake in issue 69 on pages 14 and 15. I am, of course, referring to the *Turrican 2* review. I want a Trainspotter for spotting that you did not put in a final verdict box with the score in. Please send me a Trainspotter because I never get anything in the post.
David Young
Rattray, Perthshire

You're so right, at least 90% of this month's Trainspotters were from people who made the oh-so-clever observation that said final verdict box was missing from said review. I mean, come on! It was a bit obvious, wasn't it? You hardly needed a degree in microsurgery to spot that. If you ever see a massive gap surrounded by text, you can bet your life that something's missing!

I suppose it's all part of this lovely new job to blame somebody. (Cor, what a neat job, eh, Spec-chums?) Well it wasn't my fault because I wasn't here and it wasn't James' fault because he's my mate (and he only wrote the darn thing). That means it was either an art bod, Andy or Linda. I don't want to upset anybody around here (they can get quite vicious) so I'll blame Andy, cos he can't argue back. So, there you are, Spec-chums: it was Andy what did it. And it won't happen again. And, David, I hope you like the thing you'll be getting in the post! For all you Spec-chums who are desperate to know how Turrican 2 did, here's the missing final verdict box. **Ed.**



OOFFEE BREAK

I am claiming a Trainspotter because in ish 67 in Bargain Basement, you were reviewing *Kenny Dalglish Soccer Manager*. In the caption below the screenshot, you said: "Here you can choose your team, what type of ooffee you like to drink etc." What is ooffee, when it's at home?
Phillip Black
South Anston, Sheffield

What, they know about ooffee on this mag? What a cool mag! Ooffee is absolutely my favourite drink ever. My mates in EMF introduced me to it so, as you can probably guess, it's a little bit naughty! It's a bit like coffee except it's got more of an oomph to it cos of the, erm, low alcohol lager you add to it. As soon as you take a swig your stomach ties itself up in knots and you go "oof." It's a grand little tipple! **Ed.**

EASY-PEASY!

I want my Trainspotter please, Mr Ed. In your SAM Coupé competition in issue 69 your address wasn't the same as your letters. It was 29 Monmouth Street instead of 30 Monmouth Street. Explain that.
Richard Brailsford
Accrington, Lancashire

Explain I will and when I've finished you, Mr Brailsford, will look a bit stupid! Y'see, Future Publishing is quite a big operation and our shed is just a humble part of a massive empire! Yep, little old Your Sinclair is just the tip of the iceberg, the nose of the mole, the edge of the mushroom. Future Publishing is more than just a shed at the bottom of the garden, you know? Ooh, yes, missus! Future takes up over a million square feet of office space, and it's getting bigger (and better!) all the time! Number 29 is just where all the competition entries go. So it's no go on the Trainspotter front! **Ed.**

FEMTO PICO



CLEVEREST SCIENTIST ON EARTH

Femto's never been particularly generous with his money. I fact, if he wasn't so big, people would call him a skinflint. But his miserliness seems to have taken a sinister twist. Yes, sad though it is – Dr. Femto Pico, distinguished scientist and nightclub bouncer, has turned to crime. Let him explain...

It occurred to me that I could save a fortune by digging a tunnel under my neighbour's house and nicking his electricity, water and gas. I live in Belgravia, next door to Anthony Hopkins and, as he's always away, he wouldn't know what I was up to.

So I dug a large hole in my garden, next to the fence. After a minute's frenzied burrowing I came across his gas pipe. I hacked into it with my axe and watched in horror as a wedge of Andrex floated past. I'd broken into his toilet outflow!

In panic, I pulled the axe out too quickly and shoved it straight through his electricity cable. I received 10,000 volts and found myself blown up, through the earth, into Anthony's garden. As I lay there, stunned, a familiar Welsh shadow fell over me. In my confused state I recognised it as Hannibal 'The Cannibal' Lecter. I screamed and lashed out at it with my feet. It toppled into the hole I'd just made in the herbaceous border.

I scrambled to my knees and started pushing loose soil over the inert form in the hole. I know I shouldn't have, but I wasn't thinking straight, okay? Just then dozens of security lights were turned on and I heard a cry of "stay exactly where you are. Put down the axe!"

Down at the station, both the police and Anthony were very reasonable about it. I told them I was looking for my pet mole, Susan – they seemed to be satisfied. Luckily, both the police chief and Anthony are regulars in The Neon Tepee, where I bounce occasionally, so all it cost me was a couple of free drinks. Here's a letter.

Dear Femto
This gravity malarkey is a load of old elephant's footballs. So Femto, me old conical flask, you'd better go and rewrite Newton's Laws, hadn't you?
Doc. S. Frankember
Tredegar, Gwent

Listen Tinkerbell, I weigh 26 stone and I've just fallen into Anthony Hopkins' shrubbery from a height of seven feet. I've got the scars to prove it. If you still don't believe in gravity come and see me and I'll rip out your kidneys and use them as egg-cosies.
See you next time!
Femto

A COOL BATH

If you think Bath is cool, just wait 'til you see Dundee! It's miles better than Bath cos it's got things like inflatable cars (that you put monry in) and, best of all, we have the biggest shed in Europe. This shed belongs to the football team that I support (Dundee United) and it's miles bigger than yours. It's cooler too. And I know that for a fact cos I've seen yours.

Scott 'Shed Boy' Brown
Dundee, Tayside

One of the things that I want to do now that I'm Ed is make the shed bigger. We haven't really got much room to expand outwards cos of the little garden. It's a bit of a poofy garden, but then what do you expect when you've got soppy girls around? (And that old Ed wasn't much better either!) I think a garden should be concreted over and have loads of bumps, none of this flowers-and-gnomes business.

Anyway, Linda won't let me touch the garden so the only way is up (to coin a phrase). Personally, I think a high-rise shed is quite a good idea. It'd certainly give us more space and I could banish James or Linda upstairs when they don't hand their copy in on time.

By the way, Bath's pretty darn groovy – it's got loads of hills to coast down. Bath is rave country and, quite frankly Mr Brown, Dundee is not. So there. **Ed.**

DOODLEBUGS



Yes, it's back! There were so many blimmin' ace pics this month that I thought "what the heck, I'm the Editor. I can do what I want and I want to put this cartoon in." So that's exactly what I did, Spec-chums! And what a good idea it was too! Phil McCardle's cartoon impressed the whole team – so expect something in the post, Phil. If you think you've got what it takes to make me fall on the floor in rapture (ahem), put it in an envelope and address it to Doodlebugs, YS, 30 Monmouth Street, Bath, Avon BA1 2BW.



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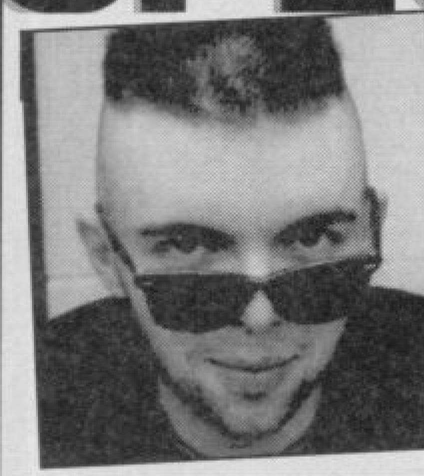
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EUROPEAN ORDERS ACCEPTED

THE YS TOP 100 SPECCY GAMES OF ALL TIME (EVER!)



...or Some More Games You've Never Heard Of, pts 75-50. Yep, it's STUART CAMPBELL here again and y'know, Spec-chums, it's at times like this that I wish I'd listened to my granny. Anyway, we're on our way to the top Speccy game of all time, and we've got some unfailingly brilliant classics for you this month. It's almost enough to make you throw yourself under a stampeding rhino when you realise what you've been missing all these years, but you don't want to do that – there's next month to come yet...



75. WRIGGLER (Romantic Robot)

There are, of course, hundreds of games which ask you to swallow your biological pride and play a worm, but *Wriggler* is undoubtedly the No 1. Beautifully animated graphics, bright, lush colours, big scary beasties for enemies, and classic arcade adventure gameplay made for a game which could have changed the public perception of hermaphrodite non-vertebrates forever, if only anyone had ever bought it. *Wriggler* had all this and heavy metal too. Why don't you ever get free soundtrack tapes with games any more?





74. PANG (Ocean)

While this curious *Galaxians*-meets-*The-Prisoner* slice of harpoons 'n' balloons tomfoolery isn't actually as original as everybody thinks it is, what's undeniable is that it's one of the best straightforward old-fashioned arcade games the Speccy's seen in a long time. A superb conversion of the coin-op, *Pang* is a game that'll have you blowing (up) bubbles forever, not to mention punching out your friends if you play the infuriatingly novel two-player option.





73. POPEYE (DK 'Tronics)

The Spectrum's straining technology was stretched to critical mass by this incredible game. The truly gorgeous graphics, which were half the size of the screen and packed with non-clashing colour, stunned everyone who saw them. But they were only part of the appeal of a tricky arcade adventure with more imagination than most of its contemporaries put together. Don Priestly, the programmer, took this style further with his subsequent (and brilliant) *Trap Door* games, but *Popeye* is still the original and best.

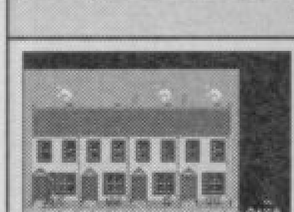




72. HIJACK (Electric Dreams)

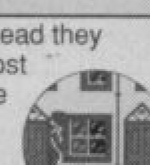
Most of you should already know how good this strategy epic is, cos we gave it to you free on the covertape a couple of months back. Still, it doesn't hurt to mention it for the benefit of any latecomers – this is a game which proves that the Spectrum is more than capable of holding its own when it comes to games of depth and intelligence. Surprisingly atmospheric, *Hijack* was also one of the most original ideas in years. The fact that it didn't sell is more an indictment of game buyers than of the actual game. Take the padlock off your brain and give this a go. You'll be pleasantly shocked.

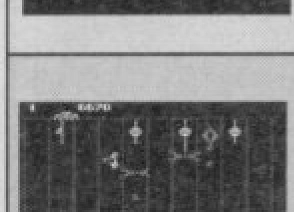




71. FRANKIE GOES TO HOLLYWOOD (Ocean)

Remember Frankie – the most controversial band of the '80s? Parents said they were the classic example of a Catholic education gone wrong, but didn't the kids just love 'em? Ocean stunned everyone, first by buying the licence and then by resisting the temptation to cobble together a quick rip-off platform game. Instead they presented us with one of the most insidiously charming and bizarre games they'd ever released. Only a bug which prevents it from being completed properly kept this one from the Top 20, but it's still a bona fide classic.

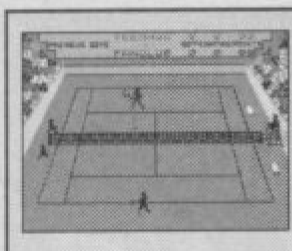




70. G-FORCE (Euro-Byte)

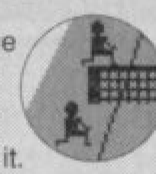
Of all the *Tempest* games available for the Speccy, official version or clones, *G-Force* is almost certainly the most obscure. This is a bit of a shame cos (as you've probably guessed) it's easily the best. Forsaking the tricky geometric shapes of the original for straight rectangular screens, Euro-Byte used the extra freedom this gave them to produce a game which looked like no other on the Speccy. It had big chunky graphics zipping around the screen in huge numbers and a level of speed which refused to let up no matter how much was happening on screen. This is a brilliantly frantic shoot-'em-up which recreates the spirit of the coin-op better than anything else I've seen. Ever.

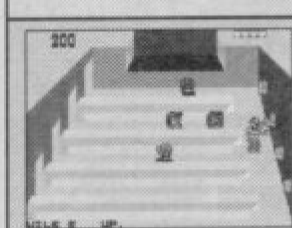




69. MATCH POINT (Psion)

For some bizarre and unexplained reason, tennis has always been one of the most popular subjects for computer game writers (indeed, *Pong*, the first ever video game, was a tennis sim of sorts). *Match Point* is one of the earliest attempts on the Speccy and it can still show all the subsequent efforts a thing or seven about natural, uncomplicated-but-flexible controls. Understated but beautifully-animated graphics, a wide range of skill levels and other options ensure that players of all ages, talents and attention spans get never-ending enjoyment out of it. Unsurpassed.





68. TAPPER (US Gold)

Or as it would have been called if CodeMasters had released it – *Advanced Barman Simulator*. Yep, the sole purpose in life for your character in *Tapper* was to serve drinks to a never-ending flow of thirsty punters who were apt to sling him the length of the bar if their (ahem) 'soda' wasn't delivered promptly. Cleaned up from the arcade original (where the glasses were filled with beer), this conversion nonetheless retained all the frantic fun of the coin-op, with a fair touch of humour to boot. Oh, and the dancing alien girls were worth seeing too...

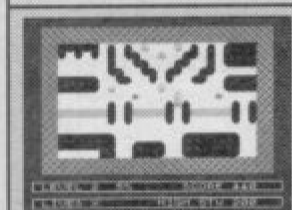




67. THE WAY OF THE EXPLODING FIST (Melbourne House)

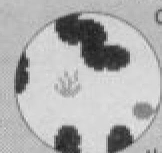
The first real Spectrum beat-'em-up, and still the best. *Fist*'s crisp, elegant graphics, instinctive control system, wide range of moves, precise collision detection and crunching sound effects make it more than a match for anything which has been released since. You really do wince when your fighter takes a punch in a sensitive area and crumples to the ground. It's this character that makes *Fist* stand head and roundhouse above all the competition. Inscrutably beautiful.

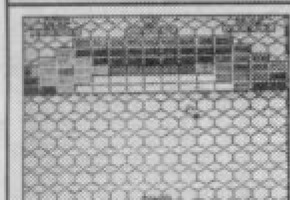




66. SPLAT! (Incentive)

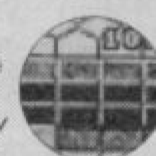
Speech on the Spec, eh? Mostly it went 'mxchxtrrrbkstxtprrkkk', but in *Splat!* the joyous 'yippee!' your character Zippy (an 'X' with legs) let out after completing a level was crisp and coherent. Amazingly, this was the least impressive aspect of this original and addictive scrolling maze game. Your character stayed put, the maze moved around and the edges of the screen were the game's main danger. Deceptively fast-paced , this is the kind of game that you just never see any more.





65. BATTY (Encore/YS)

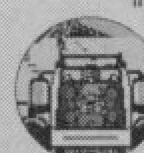
This is still the best *Arkanoid*-style game available for the Spec, better in my opinion than even the hugely popular *Arkanoid 2*. With fast, smooth, *clear* graphics and a serious level of challenge you'd think this would've been a huge chart success. But (But!) *Batty* was never even released as a full-price game. It's criminal! First a covertape freebie with Britain's Brightest And Biggest Sinclair Magazine (you're reading it, you dolt) and then a budget game, *Batty* was the best game Elite never put their name to.

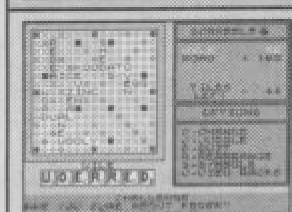




64. BUGGY BOY (Elite)

Is this the biggest sprite ever seen on the Spec? Probably, but *Buggy Boy* had more to recommend it than a huge and colourful dune-hopper. A racing game without racing-game pace, *Buggy Boy* compensated with beaut graphics, lots of varied courses and imaginative and addictive gameplay. Steering a buggy across a precarious and obstacle-littered bridge on two wheels is a challenge for the most talented, but this game's main attraction is pure and simple sweetness. If that seems a bit of an intangible concept, try playing it. You'll see what I mean...





63. SCRABBLE (Psion)

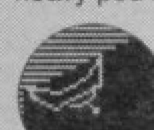
This is really touching. *Scrabble* plays a great version of the classic word game with an 11,000 word vocabulary in just 48K. It's most endearing feature is that if you enter a word like 'QXWWVAR' on a triple word score box, it'll ask you if you're sure it's a legal word, then if you reply 'yes', it actually believes you! What's more, it adds the word to its vocabulary so, if you use it again, it won't even question it! Now that's what computers were always supposed to be about, none of this taking over the world nonsense. Play *Scrabble* and feel superior.

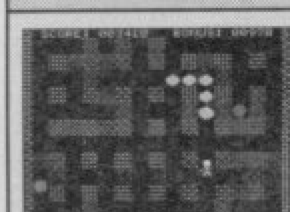




62. THRUST (Firebird)

Another budget-only classic, *Thrust* borrows heavily from classic arcade games like *Asteroids* and *Gravitar* and then adds some serious physics to produce a tense and tricky game of precision manoeuvering and panic-stricken blasting. If you've never had the opportunity to battle against a Level 4 planet with reverse gravity and a heavy pod swinging beneath your spaceship threatening to slam you against a cavern wall in the blinking of an eye, then you just haven't lived, buddy. Can you believe that this lovely was released for just £1.99? I can't, and I bought it!

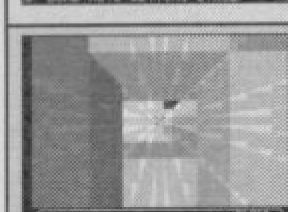




61. ERIC AND THE FLOATERS (Sinclair)

Crude graphics, simplistic gameplay, awkward controls and dull colour are just a few of the 'features' which completely failed to wreck the appeal of this strange and brilliant little game. The only thing it really had going for it was the addiction brought on by its deceptively tricky nature and *Tetris*-style 'finish the screen or go for the big but risky bonus?' dilemmas. That it's still getting rave reviews (in a slightly revised form) on the console machines is proof of just how timeless it's appeal is.





60. KNOT IN 3D (New Generation)

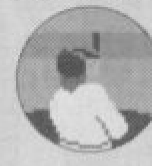
New Generation were one of the first software houses to write for the Sinclair machines. For me, this is the very pinnacle of their achievements. A kind of Tron light cycles game (you know the type), but set in a 3D spherical cube (look, play the game, you'll understand), *Knot* looked incredibly bizarre. To play it though, all you needed was a keen sense of spatial relations and fast reactions, and your reward was a gameplay experience which could be nothing short of breathtaking. Completely unique and absolutely gorgeous.

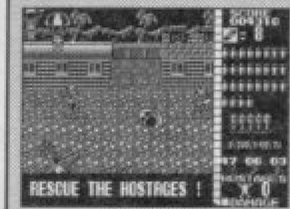




59. HYPER SPORTS (Imagine)

Joystick-waggling (or keyboard-pounding) multiple-sports games were all the rage back in 1984, after the coin-op *Track And Field* gave millions of arcade athletes blistered and bleeding hands for weeks from attempting to recreate the Olympics with two fingers. *Hyper Sports* called for skill and timing as well as pure brute force – but that didn't mean your Spec wasn't going to take a fearful hammering as you strained to lift the 250kg bar in the weightlifting section. Violent but beautiful. (Just like Wild At Heart.)

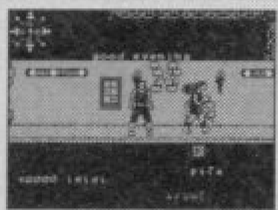




58. OPERATION WOLF (Ocean)

More than anything else, *Operation Wolf* is a triumph of 8-bit practicality over 16-bit aesthetics. On the big machines, this is a great-looking copy of the arcade game made unplayable by disk swapping. But the Speccy version packs in all the arcade thrills in a fast-moving game of massive slaughter where the action never lets up. A mindlessly violent game, *Op Wolf* spawned a hundred clones, but none of them matched it for sheer brutality, speed and slickness. This is such a good game that you won't even miss the plastic machine gun.

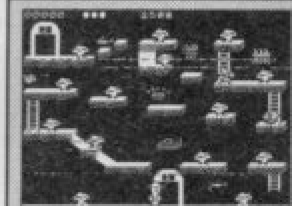




57. DUN DARACH (Gargoyle)

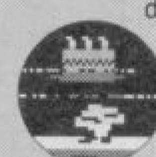
It was so hard to pick just one of Gargoyle's series of games (which also include *Tir Na Nog, Marsport* and *Heavy On The Magick*). But the overwhelming atmosphere of *Dun Darach* won out. A whole city was yours to explore, complete with bars, gambling houses, and all manner of shops where you could even get a job to make yourself a spot of cash. *Dun Darach* was one of the most involving games ever written, and if you haven't already, I strongly suggest you invest in a back issue of *YS* – it was on the covertape on Issue 63 *(See page 45. Ed)* Then cancel all appointments for a week, and discover it for yourself.

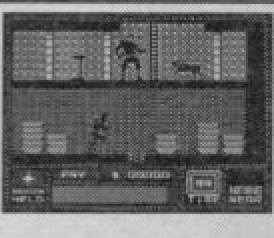




56. BOUNTY BOB STRIKES BACK (US Gold)

The sequel to the first ever platforms-and-ladders game, although that game (*Miner 2049'er*) didn't appear on the Spec. *Bounty Bob Strikes Back* took a traditional approach to the timing-and-climbing style, but the screens were all so ingeniously designed and the whole thing was so thoughtfully done that it transcended the formula to be one of the most playable games ever in the genre. Un-Speccy-like graphics gave it a unique look too, and there's no harm in that.





55. SABOTEUR (Durell)

Famous (well, it depends how old you are) for being The Game That Didn't Give You Any Points For Shooting The Dogs.This was a masterful piece of psychology, as the dogs (guard dogs in the installation you were attempting to sabotage) snapped at your heels so annoyingly that you really *wanted* to kill them, but couldn't because your conscience wouldn't let you. This of course meant that you got yourself killed with embarrassing regularity, but you just couldn't bring yourself to *do* anything about it. *Damn* sneaky. (Oh, and it was a great game too, incidentally).

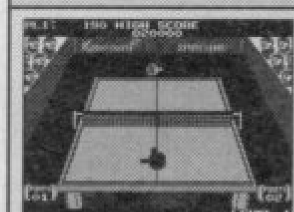




54. RASTAN (Imagine)

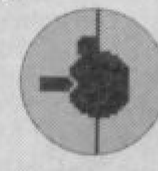
One of the best-looking Speccy coin-op conversions ever, with big, sharp graphics and atmospheric backdrops giving it a real feel of the epic arcade game. *Rastan* was the classiest of a whole load of generic muscle-fantasy orc-slashers which were popular a couple of years back and it retains all the elegance (and violence) of the original. It's not the most innovative piece of design ever, but the best of any genre is always worth having, and that's exactly what this is.





53. PING PONG (Imagine)

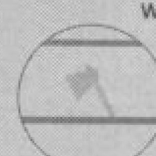
Ping pong? *Great* idea for a computer game, I must say! Actually, this Konami coin-op conversion is one of the most playable sport sims ever. Your bat follows the ball, leaving you only the playing of the actual shot to worry about. This frees you from all that tedious trogging around and makes the game an exercise in tactics and reactions. Slick presentation and brilliant music add to the enjoyment of this simply beautiful piece of software. *Ping Pong* is an object lesson in How To Do It Properly.





52. JUMPING JACK (Imagine)

Jumping Jack is every bit as simple as it looks, but the duff graphics hide a game of almost frightening addictive qualities. All you have to do is jump through moving holes to the top of the screen, but miss one and Jack falls stunned to the ground. While he regains his composure, you can be sure that another hole will sneak up on him, until he ends up back at the bottom of the screen, leaving even the most hardened gamer in tears of frustrated rage. This is a game that's practically unputdownable.

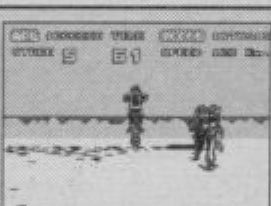




51. ROBOTRON (Atarisoft)

You might have read in last month's ish that Williams' *Smash TV* prequel *Robotron* never made it to the Spectrum, but that's only half true (sorry, James). It was never released, but it *was* written and even reviewed. But it never saw a shop shelf! A superb conversion, with huge numbers of enemies on screen at a time completely failing to slow down the action. Nothing was missed out, except for the chance for zap fans to actually buy the thing, and that's nothing short of criminal.





50. ENDURO RACER (Activision)

I could do a Top 100 of motorbike racers alone. But in any genre there are standouts, and this is the best one where you have to jump across rivers by wheelying into logs, and ride around the backs of palm trees on a beach (ahem). *Enduro Racer* is the slickest and prettiest racer around, and it's the kind of game that still won't be showing its age in 20 years time. If you ever wanted to cross *Out Run* with *Helter Skelter*, this is the game for you.



Okey-dokey! What's next then?

Not telling! You're just going to have to wait another month! In the meantime, get hold of some of the above games and have a ball!

YS ADVENTURES



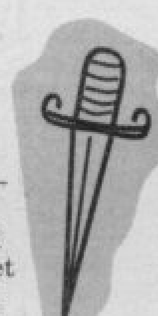
He's a complete chap and he's taken the adventure world by storm! So put your hands together and please welcome back TIM KEMP. Hurrah!





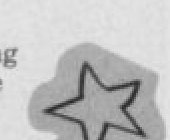
Welcome to the fab and groovy adventure column, we've got wodges of spiffy stuff to get through so I'll kick off with a bit of help for *Deek's Deeds*, by Zenobi Software. It's a bit of a tricky game cos you have to guess which four objects you might need to begin the adventure with.

The author **Jason McHale** has provided you with so many objects to choose from that you'll undoubtedly get confused and pick the wrong ones. Now, thanks to **Cecil Garson** from Stromness in the Orkney's, you'll have no more trouble debating which items to choose at the start – just take item numbers 1, 2, 4 and 6, then when you get into the game you'll be solving problems left, right and centre!



Next up is a plea for help from **Nigel Grange** who inhabits 22 Osmond Gardens, Wallington, Surrey SM6 8SU. He's in the process of writing an adventure that features no less than 50 controllable, pseudo-intelligent characters to help accomplish tasks that require a team effort. All this is being done using Gilsoft's PAWS and the game, as it stands, has an original fantasy theme to it. What Nigel needs now is ideas for problems and puzzles, so send him an sae and you'll receive full details on the state of the game to date, plus printouts of the routines he's using in the game. Nigel also promises a FREE, previously unreleased adventure for any information volunteered that proves to be of some use in the game.



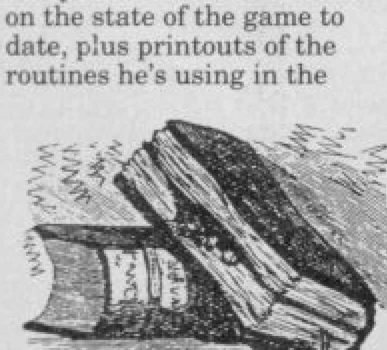


Along similar lines (but on a far less ambitious scale) comes another plea for help, this time from a chap called **Michael Lindsay** who resides at 21 Haughton Crescent, Jarrow, Tyne and Wear NE32 4SG. His request is simple – all he needs is some ideas for problems, storylines and location descriptions, and ideas for implementing character interaction in his games. So far he's only managed to write small PAWed adventures. He now wants to write big ones so, if you can help him out, drop him a line.

If anyone else is getting stuck whilst writing their latest mega-game then the person to turn to for help might just be **Chris Hester** who publishes a fanzine for adventure writers, called ***Adventure Coder***. Each bi-monthly issue costs £1.25 and contains 32 pages.

Issue 15 (the latest issue) not only contains some help with PAW routines, but has an interview with Mike Gerrard!

If you've got an adventure writing problem that needs sorting, Chris and his team will do their best to help you out. But! One thing that the magazine lacks is contributions! That's where you lot come in. For the latest issue send a cheque or postal order made payable to C Hester for £1.25 to: *Adventure Coder*, 3 West Lane, Baildon, Near Shipley, West Yorkshire BD17 5HD. Get your thinking caps on and pass on your own adventure writing skills, techniques, hint and tips to the guys. ✪





INVADERS FROM PLANET X



Compass Software have released three games in the last year – *Invaders From Planet X*, *The Micro Mutant* and *The Blood Of Bogmole*. But, (but!) there hasn't been a review of a Compass game in *YS* for over a year, so I thought I'd do a review of my favourite Compass title to date!

The game is set in the not too distant future and the storyline is quite simple. Planet X is on a collision course with Earth (due largely to its decaying orbit) and it's up to you, Captain Garth Conrad, to do something to avert disaster. To do this you need the DDC (or Dome Defence Computer) which your side-kick, Professor Rogers, is working on. When finished, the powerful energy beam that this revolutionary defence system emits will not only divert Planet X from the Earth's path, but blast it into another dimension altogether.

Unfortunately Planet X is inhabited by a vicious race of aliens who are hellbent on destroying the earth no matter what the consequences to themselves might be. With this in mind, they launch a pre-emptive strike on the partially completed DDC project – located somewhere in the icy wastes of the North Pole. Wave after wave of alien suicide ships rain down on the DDC command and research centre, causing much damage, but leaving most of the structure intact. However, the suicide ships were only the first wave of the attack and were merely paving the way for the mighty mothership to land at the research centre and deliver the final, crushing blow. And that's where the storyline ends and the game begins.

Upon 'beaming' over to the DDC complex at the north pole from HQ you are treated to the first of many special effects (and split screen graphics) that the games author **Jon Lemmon** has incorporated into the adventure. Compass Software games are usually stuffed full of sound, screen and other special effects, so be prepared for some extra-sensory treats as you start to play the game.

Your main objectives are to destroy as many aliens as possible (or at least avoid being captured by them) and discover a way of recharging the DDC and get it working in time to blast Planet X out of the universe!

You're free to wander around the complex, examining things, finding clues etc, until you start to encounter some of the more complex bits of the game. There's an alien bomb, loads of dead bodies and streams of aliens to contend with. You'll know when an alien is beaming down into the Research Station from the mothership because a ticker tape message flashes across the screen. Once on your trail they're pretty hard to shake off.

Fortunately you aren't alone in your fight against the aliens. Certainly not! Professor Rogers, your erstwhile pal, survived the aliens murderous attack, but he needs urgent help if he is to see the game out. Another survivor comes in the form of TWONK II, a useful but slightly bashed up robot. Like the Professor, he needs your help if he's to become fully functional and useful to you later in the game.

During your exploration of the Research Centre make sure you find, and take, everything which could come in handy later in the game. You'll have to take on the aliens in their own environment which basically means that a visit to the mothership is necessary if you want to finish the game. You'll find that all manner of useful equipment can be found, constructed or unearthed. (Here's a tip – get a scanner!)

The game will eventually end (if you're that clever) with an arcade game, which turns out to be rather similar to that old classic *Defender*. It's quite easy, comes right at the end of the game and shouldn't, if you want my unbiased opinion, put you off buying it. At £1.99 (£1.49 if you use the Compass discount coupon) it's excellent value for money. Miss it at your peril.

Invaders from Planet X is available from: Compass Software, 111 Mill Road, Cobholm, Gt. Yarmouth, Norfolk NR31 0BB. Price £1.99 (overseas customers add £1 to cover P&P) – see compass coupon in this issue to get the game at £1.49.

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And there's more! That Scottish adventure maestro, **Tom Frost**, wrote *The Lost Dragon*, a game based (loosely) on the comings and goings at last year's *Adventure Probe* convention. Not content with having the game reviewed in issue 68 of *YS*, he's now offering it to you lot for the bargain price of £1.95 – that's a whole quid off the original price! So, if you want to know what last year's convention was like then simply fill in the coupon!

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G-LOC

US Gold have got a rather spanky flight sim coming up. We sent the high-flying ANDY HUTCHINSON off to Birmingham for a quick swoop.

Not exactly a cheery name for a game is it: *Gradual Loss Of Consciousness* due to G-Force. Anyway, apparently this is what happens when you perform a far too nifty move in your jet. It also has the side effect of making your face look like a Gremlin with heartburn.

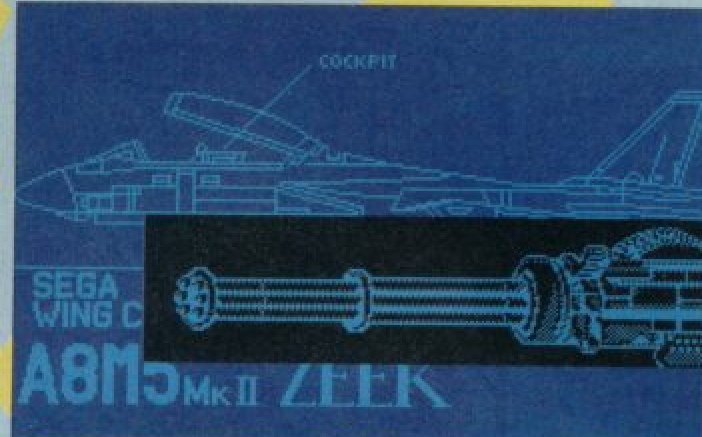
At the time of going to press, it's uncertain whether or not US Gold are going to include graphics of rubbery faces going through nasal olympics in their fab flight sim. For this is indeed what *G-Loc* is – a flight sim based around a groovy super-plane with more flange grommits and add-ons than ex-president Reagan's wheelchair.



The length of each game will depend largely on which skill level you choose: beginner, regular or well hard. On the beginners stage there are nine levels to contend with, the regular stage offers 13, and the well hard level has you tackling 16 stages of air combat.

The beginners level serves as an introduction to the joys of super-plane combat with simplified controls and fewer bogies (handerkerchief not included). After you've mastered that you can switch to the regular level which introduces the throttle and afterburner. An afterburner's a kind of super-dooper turbo charger which whisks you through the air quicker than a Scandinavian leopard-tit with an urgent message, so it allows you to sneak up on enemy craft and blam them while they're not looking.

Of course, the well hard level is going to be a bit of a tough exercise. You'll have to take part in death-defying dog fights with nasty enemy chaps, whose sole purpose in life is sending a state-of-the-art missile up your exhaust pipe.



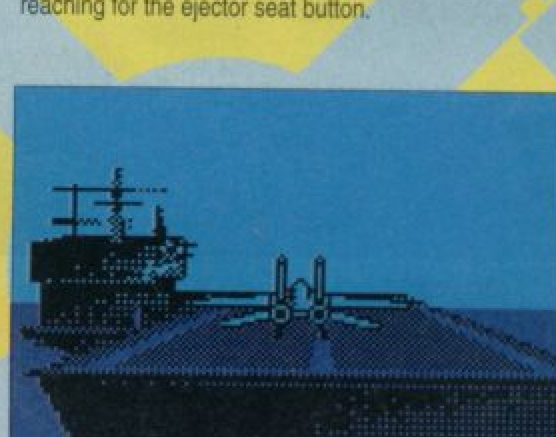
I say, that's a rather large gun you've got there. However, if this is such a state-of-the-art airborne veehickle, then why have they got Gatling guns, huh? Answer me that!

Yeah! But what about my weaponry, Cecil?

Nay fret, Spec-chums, you're not going up against the hun armed only with a cheesy grin and a set of standard overalls. Dear me no, there's wodges of tasty weaponry just waiting to be ignited and sent down from Britain with love.

The bog-standard weaponry is a twin rapid fire machine gun. Quite frankly, I don't enjoy booooring guns anymore. I mean, a little stream of dots being emitted from the front of your aircraft is nothing compared to a super-sexy smoke- trailing missile. Apart from anything else you need to be a crack shot to knock anything down with the guns. But hey, at least they make a nice "dacka dacka" sound.

Missiles, luvverly, luvverly missiles. Depending on which level you play, you've got two wings chocka with our country's finest export – missile technology. These missiles include an on-board guidance system which enables them to scream in on their target without even glancing at an ordanance survey map. Launch one of these babies at the nearest enemy blip, and he'll soon be reaching for the ejector seat button.



" Roger tower, zulu zero nine coming in for a landing. Somebody warn the little man with the wire at the end of the deck please. Over."



Haha! I've got you this time. I mean, how many state of the art jets come fitted with a crusty old typewriter as standard. I suppose it at least means that the pilot can keep his flight log fully up to date. This chap, however, appears to be writing out his shopping list.

Where are you HUDing, mate?

In order to see what's going on around you, your aircraft's got a sophisticated head-up display. This includes your speed and height information, as well as a radar display and the number of missiles left in your arsenal. By using the HUD you can knock planes out of the sky like it's going out of fashion, which it is really considering that the cold war's over. Spooky.

In between levels your plane lands on a wopping great naval carrier, so that the ship-borne crew can refuel the plane and bung a few more missiles on the wing tips. Then, when everything's set again, you're catapulted off the end of the boat – thus experiencing a touch of G-Loc.

Right, that's your lot. *G-Loc* promises to be a groovy game with loads of death and destruction – all those things that we enjoy so much. Right, I'm off for another fly-by, cos the last time I tried to play my mum was inside watching Neighbours. Chocks away

FAX BOX

Game	G-Loc
Publisher	US Gold
Programmers	Images/US Gold
Release	DateNovember, 1991
Pricet	£11.99 cass/£15.99 disk

YS MEGAPREVIEW

THE YS FOOTBALL

Yes, it's Autumn, the time of year when people go out into the cold to play football. What a noble game it is, what with refs, subs and Desmond Lynam. We ordered JAMES LEACH to go and play four recent £3.99 releases from D&H Games. We also invited wacky TV footballing funsters, Saint and Greavsie to comment on the games (just to add that soupçon of expert opinion).

STRIKER MANAGER

Hmm. You actually take part in the games with this one. It sets you up as a striker, then gets you running as hard as your little legs can, erm, run to get you in training for the season.

You actually get to see the 'goalmouth action' as well, in a kind of 3D view. The graphics are a bit slow, but it isn't as bad as having your knees pierced with a child's plastic fork. *(How do you know? Plastic forks can be very painful, actually! Ed)* They've also managed to change the character set too which adds, erm, something to the feel of the game. Overall, *Striker Manager* is pretty fast (as these things go), it's got graphics and you can actually score goals. It's also pretty easy to get to the first division, too.

FINAL VERDICT 60%



Yes, it's spot-the-ball time. I reckon it's up the goalie's jumper.

Greavsie says: D'you know what? I've got a cast-iron Qualcast lawnmower that I haven't used since 1971? It works and everything, I just haven't used it!
Saint says: Ha ha ha. Oh, Greavsie, you crack me up.

FOOTBALL DIRECTOR

According to the box *Footballer Director* is 'The Ultimate Football Challenge'. Well, I'm not so sure. Surely playing football (blindfold) for real against West Germany is the ultimate challenge? But never mind.

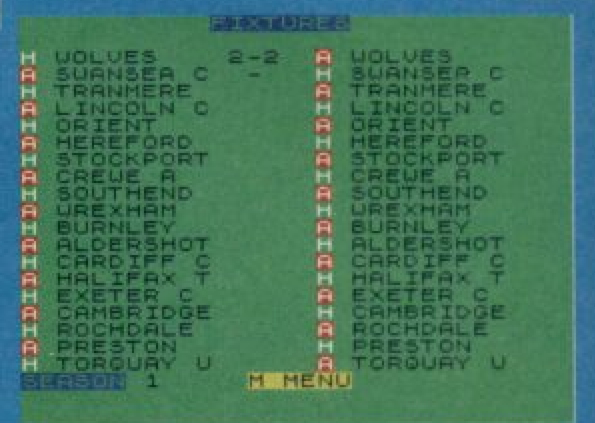
They haven't changed the character set with this one so it all looks a bit, well, Speccyish, I suppose. There aren't any graphics, which speeds up the gameplay but also makes things look quite, er, boring.

What else? Oh yes, *Football Director* is probably the most crash-proof of the four I've been looking at. It's quite important, is crash-proof-ness (cos when I'm losing I tend to hit all the keys on the Speccy as hard as I can).

FINAL VERDICT 47%



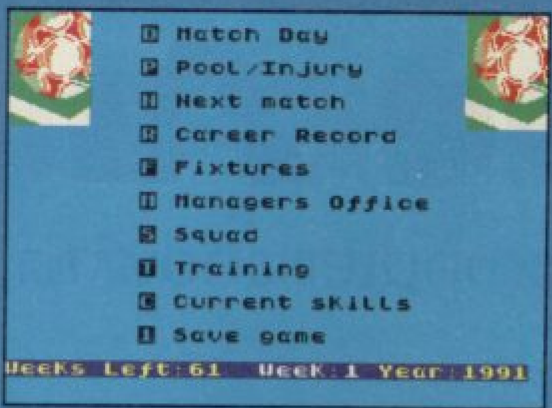
Greavsie says: I've got this painful boil on the back of me neck, Saint.
Saint says: Hee hee hee, oh you'll be the death of me, Greavsie, with that humour of yours!



Right, we'll make mincemeat of this lot – even if they do all come on at once!



L EXTRAVAGANZA



Right, what should I do here? I think I'll zip off for a quick shower and a change of clothes before I decide!

PROFESSIONAL FOOTBALLER

Ah, now this is another game where you actually play a footballer rather than a fat man with a cigar, a Jaguar and a sheepskin jacket. You have various skills and the idea is to hone them to perfection 'til you're picked for the team. Then, while the match is going on, you get possession and a question pops into the screen, like: "You're near to goal. Do you a) head the ball, b) dribble or c) shoot?" You have a few seconds to decide, and if you've got it right, all your team-mates will come up and kiss you. Mmmm!



The game is nicely programmed, and pretty slick-looking it is too. It's actually the best of the four, even though the graphics aren't completely wonderful. It's got a decent atmosphere, and it's good fun getting the skills of your boy up to strength. *(Sorry? Ed)*

FINAL VERDICT 69%

Greavsie says: 'Ere, Saint. Can you lend me a tenner, mate? I'm skint.
Saint says: Hem hem hem. Oh golly, Greavsie, you could just keep on telling fantastic jokes all night long, couldn't you?

THE MATCH

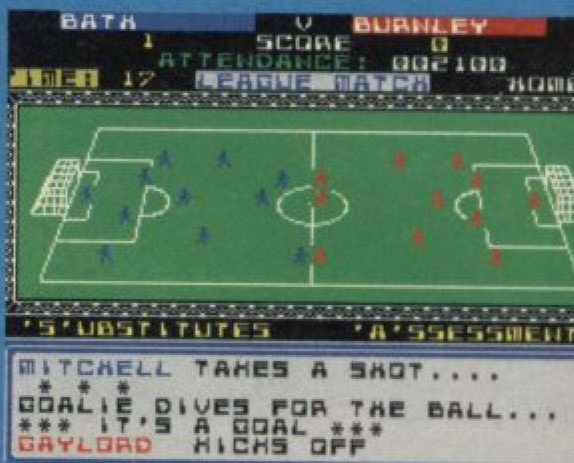
I'm sorry but it has to be said, the loading screen to *The Match* is the most depressing thing I've ever seen. It looks like a road accident. But having said that, the gameplay is speedy and pretty idiot-proof. You get to see the whole field from a sort of far-away grandstand view, and the tiny figures run around with the ball 'til someone scores. Just like the real thimg. There's a running commentary at the bottom of the screen so, even if you can't tell the teams apart, you can still keep up with what's happening.

In the game it's possible to train everybody, so your team gets pretty pokey quite early in the season. *(He means powerful. Ed)* This is good news if you don't want to sit in front of your Speccy for about 40 hours in an attempt to win just *one* match.

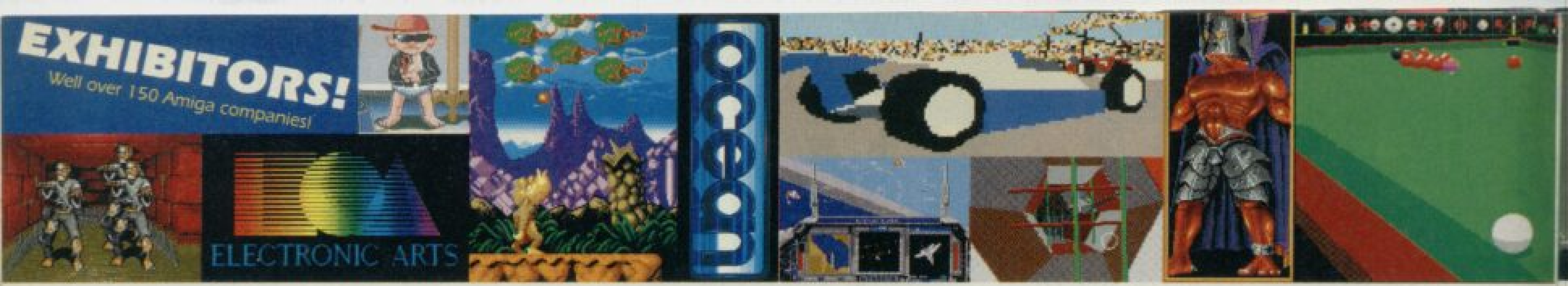
The graphics aren't too bad and, amazingly, they don't go along at the speed of an arthritic snail climbing a mountain. In fact, you could live to see out an entire season of *The Match*.

FINAL VERDICT 67%

Greavsie says: Right, I'm off home now. Do you want a lift, Saint?
Saint says: Hur hur hur. I don't know how you manage to be so funny, Greavsie, I really don't!



I've scored! Ha ha1 That'll teach Gaylord's team to take on the might of beautiful Bath!



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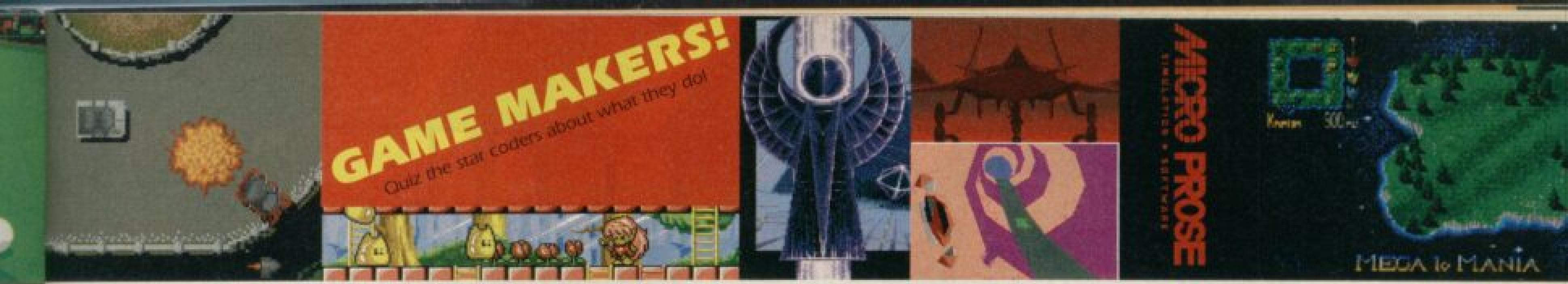
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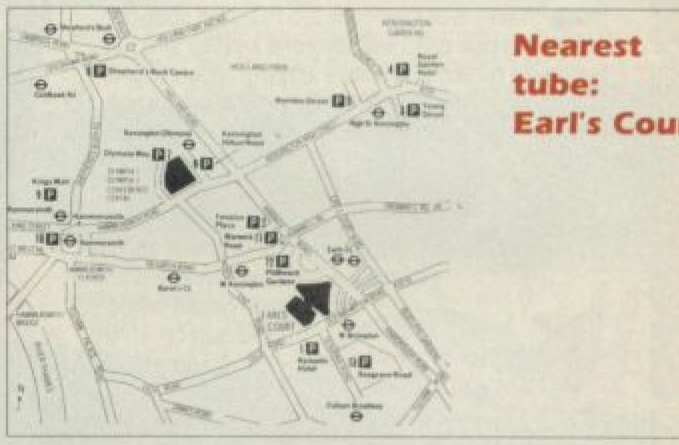


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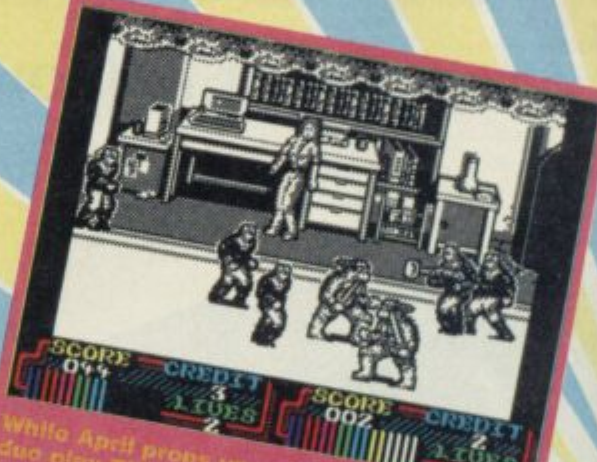
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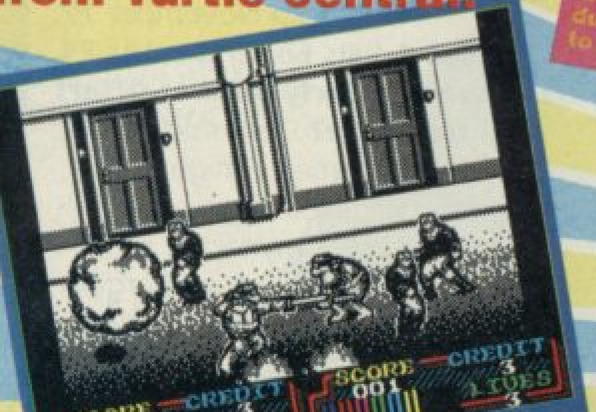
TEENAGE MUTANT

Hurrah and all that, the turtles are back. Apparently the four young devil-may-care heroes-in-a-half-shell have been sunning themselves on a beach remarkably near to Bognor Regis. However, they've taken time out from surfing ten foot tubes and guzzling wodges of pizza in beach barbeques to appear in a brand new game. Seeing as April O'Neil was unavailable, ANDY HUTCHINSON reports from Turtle central.



While April props up an outsize desk, a duo play Tijuana favos in a futile attempt to put the turtles off!

Before we start, I have a question. You know in the cartoon series of Teenage Turtles, where you've got that really big pink geezer with a hole in his stomach and that little pink chap inside? Yeah, well how does the little pink chap control the big pink chap with only one joystick and two buttons? I reckon that what's actually happening, is that the big pink guy is controlling the little pink guy. Ho hum.



That Shredders a bit on the devious side! He's sent in killer cotton wool balls and they aren't just after your ear wax.

You're late, pizza dude!



So anyway, those California amphibians with attitude are making an appearance in a brand new game based on the Turtles coin-op which, by a sheer stroke of luck and thanks to our glorious postal service, has landed on my beautifully (and expensively) crafted fake-walnut desk.



Michaelangelo (him in the orange), Donatello (him in the purple), Raphael (he that weareth red) and Leonardo (him that's always blue) are called into action after their news reporter chum April O'Neil and ratty master Splinter get nabbed by the devious Shredder. As a result, the off-green dudes have to battle their way through hordes of Shredder's men. And there's absolutely zillions of them just waiting to wop you atop the head with a nasty weapon. Then there's BeBop and Rocksteady to deal with, not forgetting Krang and big bad Shredder himself. Phew! Anyway, here's what the game's looking like at the moment.



There's only one way to deal with Shredder's foot soldiers... hit them on the noggin while they're sunbathing!





END OF LEVEL TURTLE BASHERS

Level 2: Rocksteady bursts out of a door and attempts to seperate our heroes from their half shells with a large gun.
Level 4: Bebop appears in a doorway and tries a bit of turtle bashing.
Level 6: A whacking great spaceship zips down and rains absolutely loads of laser fire down on the fab four's bonces.
Level 8: Strewth! Bebop and Rocksteady are back. Talk about international detente!
Level 10: Oh no, it's Krang! And he's got a blimmin' flame thrower. Crivens missus, watch those toasted tea cakes!
Level 14: (Never mind about 12, it's not important right now.) Krang's back, but this time he's just using his fists.
Level 15: Oh no, double trouble. Krang AND Shredder team up in a gripping (and some might say nonchalant) climax to the whole game.

Through the Shredder

Turtles: The Coin-Op is a beat-'em-up-with-large-oriental-type-weapons. The aim is simple, ninja your way though 15 levels of death-dealing destruction (oooh, all that illiteration – luvverly) and defeat the ever-so-nasty Shredder, before he harms April or Splinter.

You've got a tasty repertoire of moves at your disposal. In fact there are six different ways of attacking the on-coming hordes. These include swipes, jumps and good old fashioned slice-'n'-dices. Of course, the

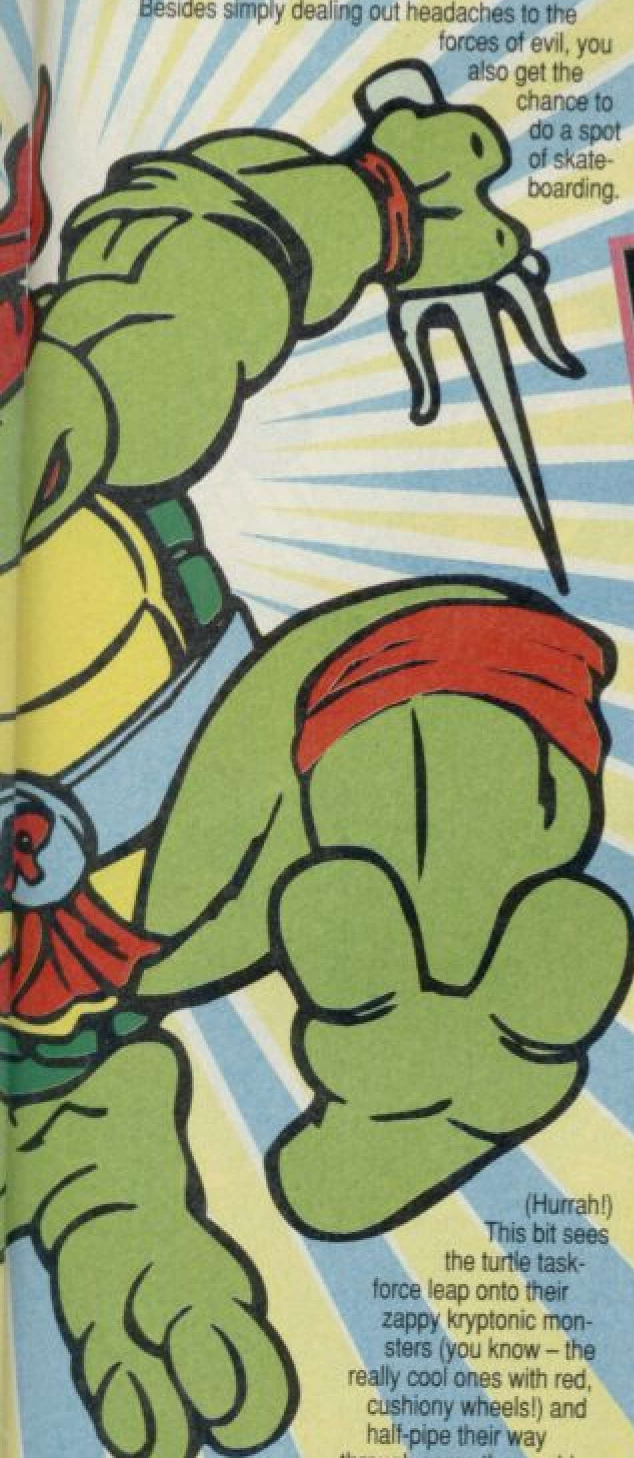
HERO TURTLES

The Coin-Op
insert coins here

actual moves vary according to which turtle you've decided to control. Y'see, they've each got their own specialist weapon which they whip out when there's a spot of trouble looming.

These 15 levels include some rather nifty programming by Probe, the clever-clogs software house responsible for the game. In fact, in this conversion you get more levels than you do on the arcade game. Spook! The reason for this is quite simple, the programming chappy wanted to include absolutely everything, so he turned a couple of the larger stages into seperate levels. Good, eh?

Besides simply dealing out headaches to the forces of evil, you also get the chance to do a spot of skate-boarding.



(Hurrah!) This bit sees the turtle task-force leap onto their zappy kryptonic monsters (you know – the really cool ones with red, cushiony wheels!) and half-pipe their way through some thoroughly nasty types who'd like to see Michaelangelo and co sent back to the sewers from whence they came.

Oodles of bad guys

If you think you're in for an easy ride, then prepare to be surprised, cos this game's packed to the gills *(I didn't know it was a fish. Linda)* with tons of different bad guys. The common or garden vanilla flavour of bad guy is a foot soldier. This chappy comes in five varieties: ordinary chap who'll try to hit you (a lot), Aussie boomerang lobbers, hard ones with knives, crazy ones with dynamite and abosolutely bonkers ones who live down drains and throw drain coverings at you.

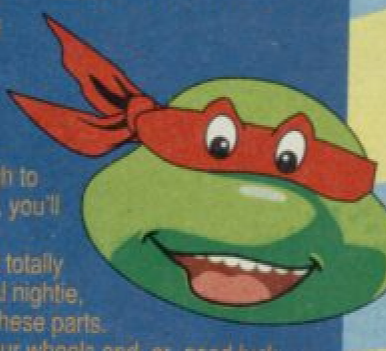


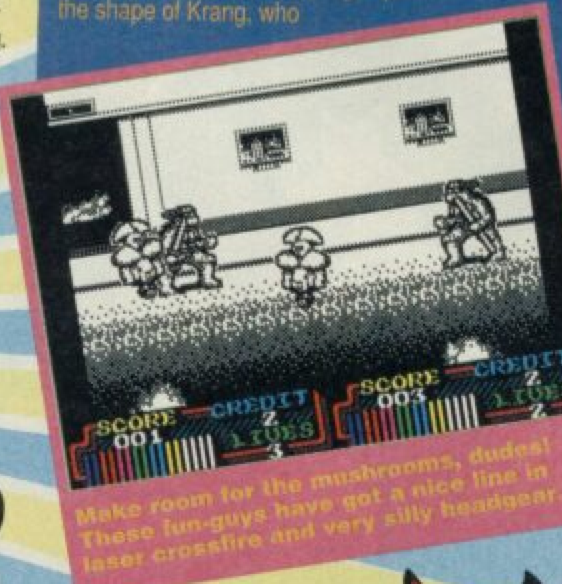
THE MAN WITH THE SILICON TURTLES

Right listen up team, cos this bit's a tad complicated. Basically, the whole *Turtles* game was programmed by a super-whizzy chap by the name of Dave Semmens. Dave was hired by programming team Probe who, in turn, were hired by Mirrorsoft (who actually own the *Turtles* licence). Gosh!

Anyway, Dave started programming *Turtles: The Coin-Op* on May the 15th of this year and he completed it in just under four months. Not bad going by anyone's standards, methinks! The graphics were done by a very helpful chap called Doug Townsley who created them from watching videos of the arcade game over and over again. Doug's actually turned out an extremely large sprite in the shape of Krang, who appears at the end of Level Ten and occupies more than half of the screen area. Cripes!

Dave tells me that in order to complete the game you'll have to do the dirty on at least 400 (count 'em) baddies. What's more, these bad guys get tougher and tougher the further you progress. If by some stroke of luck (and a few touches of the lucky log) you manage to make it though to the end of the game, you'll be up against an extremely tough and totally pink Krang. It's a real nightie, as they say around these parts. Make sure you oil your wheels and, er, good luck.

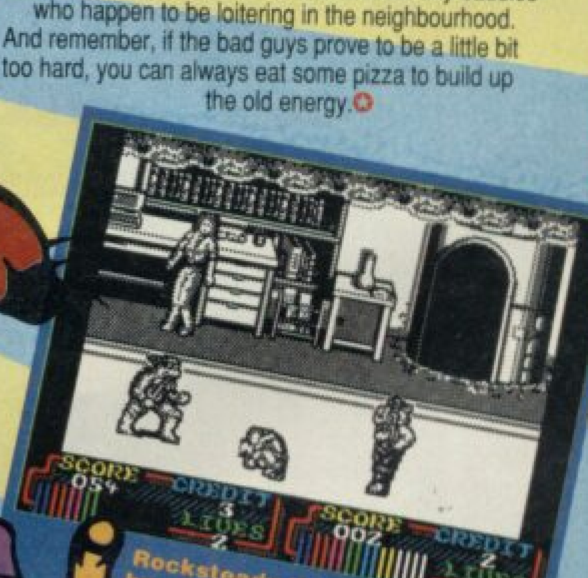




Make room for the mushrooms, dudes! These fun-guys have got a nice line in laser crossfire and very silly headgear.

However, if you think that those guys seem like a tall order *(reminds me of a joke about a six foot sergant major. Linda)*, then wait 'til you encounter the snapping dogs (watch those heels), bouncing balls and whizzy robots with lazers.

Bit of a strenuous effort, huh, turtle fans? Well fear not, because there's a couple of extra helpy type features built into the game. For instance – if you shoot at an oil drum, a count down will start and you can wipe out absolute wodges of bad guys in one go. Blimey! And if you whack the parking meters, they'll whiz across the screen and knock out any baddies who happen to be loitering in the neighbourhood. And remember, if the bad guys prove to be a little bit too hard, you can always eat some pizza to build up the old energy.



Rocksteady thinks he's well hard – but Raphael is doubled up in laughter, not pain.

YS MEGAPREVIEW

FAX BOX

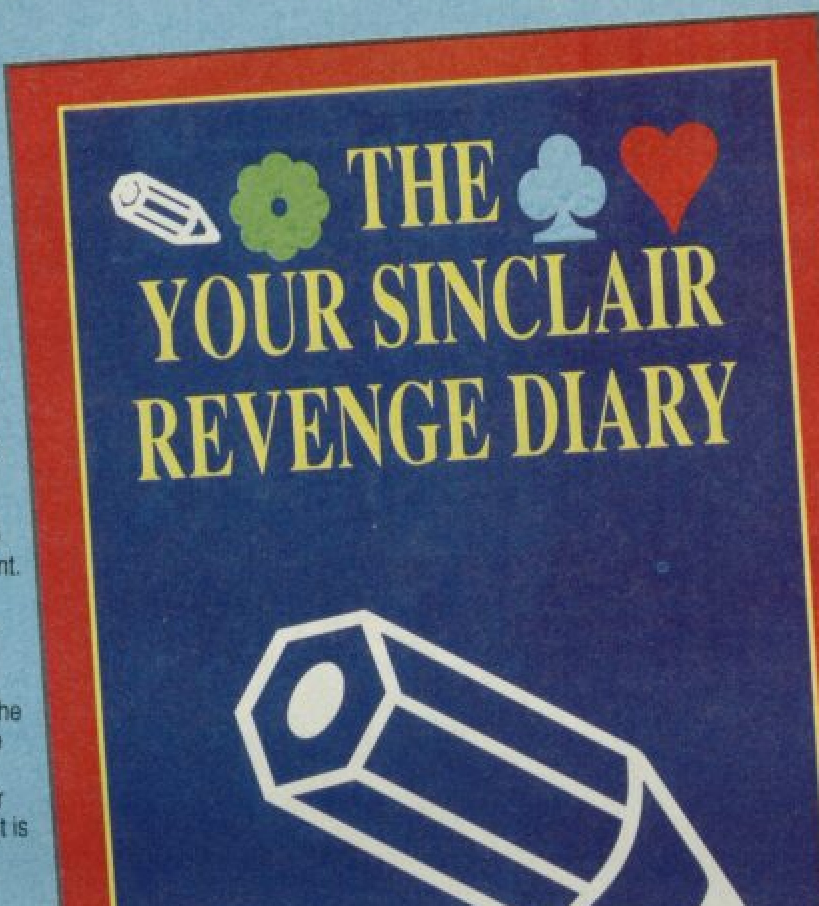
Game	Teenage Mutant Hero Turtles: The Coin-Op
Publisher	Mirrorsoft
Programmers	Probe
Graphics	Doug Townsley
Coding	Dave Semmens
Release Date	November '91
Price	tba


YOUR
SINCLAIR


Spells Brews and incantations
DIZZY 5
Ye Olde Spelle fo turnin into

Quite possibly *the* media event of the year! The first hardish-backed diary ever! (Probably.) 52 whole weeks depicted in full! Guaranteed to last a whole year, or your money back! Runs from March to March! Check out the funky, fresh YS 92.3, day to day anti-filofax diary!

THE YS REVENGE DIARY



Oh boy, have we got a mega-groovy *YS* collectable for you? Yes, we jolly well have! It had to happen. Y'see, owing to events beyond our control, the year is rapidly running out and we're running out of space for all the chalk marks on the right hand wall of the *YS* shed.

Andy O came up with a brilliant idea to combat this problem, why not provide a papery type writing surface for all those important notes which crop up when you're least likely to have any papery stuff about? So, we put all our heads together (which makes a spooky five heads) and decided to produce a once in a lifetime fabbo book. Well, I suppose it's a once in a year-time book really... *(But we won't go into that. Ed)*

So why's this diary going to be so different. Well who better to explain than erstwhile presenter of Animal Magic, Johnny Morris...

"Well, I've been asked by those lovely people in the *Your Sinclair* shed to try and explain about their super new venture into the realm of day-counting, namely the Revenge Diary.

I was talking to Harry the Hippo the other day and he was telling me how impossible it is to keep track of the days, especially considering how difficult it is to write when you've got whacking great feet with four ellipsoid toe-nails. He felt that what he really wanted, apart from a great wodge of tasty comestibles, was a plan of the year. Then, he grunted, he could plan his feasts, bathing sessions and trips to the chiropodist.

So, I decided to research things a bit further and got chatting with Christopher the Cormorant. In between healthy gulps of fish heads he warbled on about the fact that there was a definite niche in the market for a 52 week diary. His reasoning? *I've got so many (warble, gobble, munch) fish heads to get through in any one day, that I never know when the tourists (tweety warble) are going to show up and I have to go into the act..*

Well, obviously, there were definite possibilities here so it was time to consult the wisest and oldest animal of them all. Anthony, the blind anteater, has been getting into terrible trouble with his extra large tongue (mainly due to the fact that he's as blind as Barry the Bat). Anthony bought a fresh perspective to our dilemma. *Well, like man (surlup), you'll have to make it a bit funnier than most of those duff diaries. I mean those scouting diaries aren't funny, the motorists diary's completely lacking in humour. As for the Vegetarian Yak Farmer's leatherette diary, it's just not worth the schekels. Nope, add some funny bits in between the weeky type bits and you've got it made.*

So there you have it. Add a twist of humour and you'll make a lot of our furry, scaly, leathery friends at the zoo very, very happy indeed."

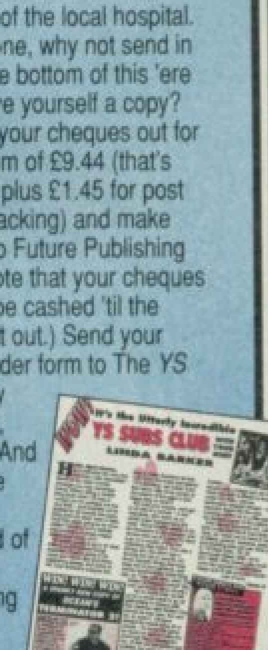
Thankyou Johhny, wise words indeed (even if you are a very strange man.) So what we're going to do is bung loads of revenge pages in our diary. You'll find everything you're ever likely to need to stitch someone up who you're not overly fond of.

If there's a particular hated relation you'd like to fool, a parent who's been getting too big for their adult boots or a librarian who's slapped a monstrous 42p fine on you for bringing your book back five months late, then take our advice: don't get mad, get even.

The *YS* Revenge Diary will be available at the end of the year and it'll run from March to March, however these nifty tomes are highly collectable and are likely to be snapped up quicker than a spare tray of double chocolate eclairs in the chocaholic ward of the local hospital. So if you fancy one, why not send in the coupon at the bottom of this 'ere page and reserve yourself a copy?

Write your cheques out for the sum of £9.44 (that's £7.99 plus £1.45 for post and packing) and make them payable to Future Publishing Ltd. (Please note that your cheques won't actually be cashed 'til the diaries are sent out.) Send your cheque and order form to The *YS* Revenge Diary Offer, FREEPOST, The Old Barn, Somerton, Somerset TA11 7BR. And remember, get your order in while you can!

Right, we're all off to dingy end of the shed to think up some thoroughly naughty ways of getting your own back on obnoxious people. Pens aloft team!



This lush piece of paper could be yours!

Over here, Subscribers!

Of course, you lot already know all about this *YS* Revenge Diary thingie cos Linda told you all about it in last month's Sub's Letter. But, what she didn't tell you (cos she didn't know) is that all you lucky subscribers can get this super diary at the knock-down price of £6.49 (plus p&p). What a barg, eh?

So, Spec-chums, you'd be better off subscribing, wouldn't you? As well as getting a free game and a special offer on said diary, you also get your own Subs Club newsletter. Each month you get lots of pretty pics and wonderful words and (and! And!) an exclusive subs-only compo.

Go on, you know it makes sense! Waddle on over to page 45 and fill in that cool coupon!

Dear *YS*, I'd absolutely love to be placed on the list which will reserve me a copy of the *YS* Revenge Diary, which will set me back a miserly £7.99. (Oh, and an even more miserly £1.45 for p&p!). Send your cheque or credit card number to: Future Publising, Freepost, The Old Barn, Somerton, TA11 7BR.

My name is...

I live at...

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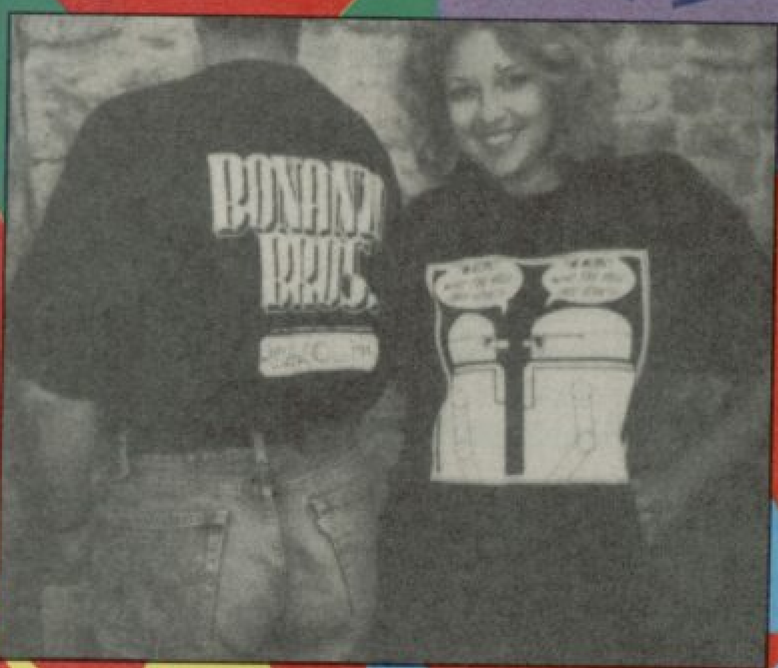
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Credit Card No [ ] Expiry Date [ ]

Please make all cheques payable in pounds and sterling to Future Publishing Limited, and send them to YS Revenge Diary, FREEPOST, The Old Barn, Somerton , Somerset TA11 7BR. And you don't even need a stamp!

WIN WIN WIN



You too could look like a groovy *YS*-type person! Just remember to pick the wig up on your way home from school!

Win billions (well ten actually) brilliant, bright, bountiful, beautiful, bouncy, bespeckled, breathtaking *Bonanza Brothers*, er, T-shirts.

For one month and one month only, we've got a really spesh compo for you. *Bonanza Brothers*, the game, is an everyday tale of two young ex-thieves who have somehow got themselves quite a lucrative little job. Because of their, er, peculiar skills, our two young tearaways have been hired to test the security measures of a various well-stocked warehouses and stately homes.

Well, that's what the game's about (pop over to page 73 for the full Future Shock treatment). As for the T-shirts, well, you can see for yourself just how beaut they are! To get your mitts on one of our 'rarer-than-an-open-battery-shop-on-Christmas-day' chest coverings, just draw a piccy of the Bonanza Bros in jail. The brighter the piccie, the better. So get crayoning, Spec-chums!

Stick the proof of your artistic bent (or just your pics) into an envelope and send it off to *It's Art, Ed. (But Not As We Know It!)* Compo, *YS* Compos, *YS*, 29 Monmouth Street, Bath, Avon BA1 2BW.

RULES

☆ Pics must be in by the 15th of November 1991. Entries that come in after then will be given to our art chick to make papier-mâché bowls out of!
☆ Everybody at Future Publishing and US Gold has already got a Bonanza brothers T-shirt. So they needn't bother entering our brill compo!
☆ Andy is the law – it says so on his baseball cap.

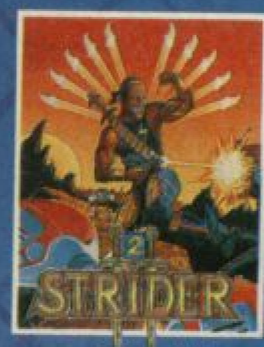
COMPO WINNERS

There's only one bunch of winners this month, so you don't have to wade through miles of names trying to find yours!

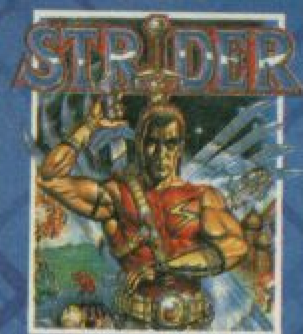
Congrats to **Michael Yarborough** of Scunthorpe. He's won 200 quids worth of spanky SAM coupons to spend on whatever he wants. (As long as it's SAM stuff!)

Runners-up get a copy of the critically acclaimed *Prince Of Persia*. We've got 20 of them, so one each to...

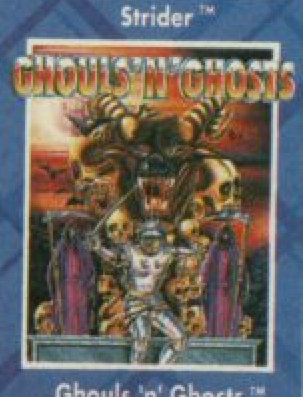
Russell Johnstone of Inverness; **Sean Bernard** of Archway, London; **Baljit Chima** of Nuneaton, Warwickshire; **David Boyd** of Bo'ness, West Lothian; **Richard Wyard** of Dagenham, Essex; **Mark Hodgson** of Linton, Cambridge; **Paul Kelly** of Lurgan, County Armagh; **Allan Mapp** of Cannock, Staffordshire; **Matthew Plant** of Hainault, Essex; **Charles Howes Jnr** of Westport, South Island, New Zealand; **Tim Faircloth** of Witham, Essex; **Paul Robinson** of Dalston, London; **Stuart White** of New Malden, Surrey; **P Prender** of Dewsbury, West Yorkshire; **Michael Carter** of Nottingham; Peter Whiston of Birmingham; **Ian Lockwood** of Southport, Merseyside; **Clive White** of Frome, Somerset; **Richard Young** of Abbey Wood, London and **Vince Williamson** of Newmarket, Suffolk.



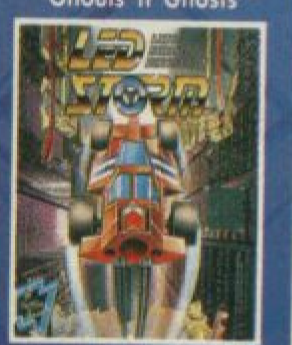
Strider II™



Strider™



Ghouls 'n' Ghosts™



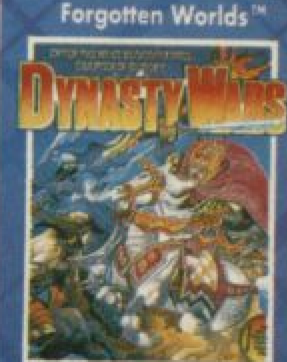
L.E.D. Storm™



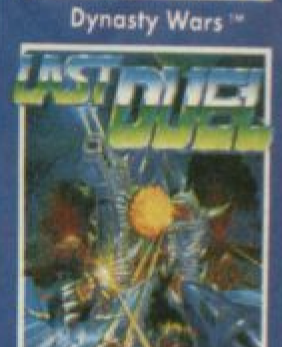
U.N Squadron™



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THE CHARTS

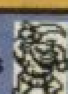
A SAVAGE STORY OF LUST AND AMBITION

FULL PRICE

Pos	Last month	Title	Publisher	Score	Issue
1	(2)	*Hero Quest*	Gremlin	86°	*YS* 65
2	(1)	*Manchester United Europe*	Krisalis	79°	*YS* 69
3	(3)	*Teenage Mutant Hero Turtles*	Mirrorsoft	90°	*YS* 61
4	(4)	*F16 Combat Pilot*	Digital Integration	92°	*YS* 60
5	(13)	*Golden Axe*	Virgin	91°	*YS* 61
6	(6)	*Big Box*	Beau Jolly	NR	
7	(5)	*Multi Player SM*	D&H Games	85°	*YS* 65
8	(9)	*Super Monaco Grand Prix*	US Gold	82°	*YS* 65
9	(5)	*Viz*	Virgin	76°	*YS* 67
10	(8)	*Robocop 2*	Ocean	93°	*YS*63
11	(17)	*Back To The Future 3*	Mirrorsoft	82°	*YS* 63
12	(16)	*Skull And Crossbones*	Domark	72°	*YS* 67
13	(RE)	*Toyota Celica GT Rally*	Gremlin	90°	*YS* 64
14	(RE)	*Total Recall*	Ocean	84°	*YS* 63
15	(NE)	*Darkman*	Ocean	85°	*YS* 70
16	(RE)	*Switchblade*	Gremlin	92°	*YS* 63
17	(11)	*Shadow Dancer*	US Gold	85°	*YS* 66
18	(13)	*Fun School 3*	Europress	NR	
19	(RE)	*European Superleague*	CDS	80°	*YS*67
20	(10)	*Power Up*	Ocean	90°	*YS*66

BUDGIES

Pos	Last month	Title	Publisher	Score	Issue
1	(5)	*Shinobi*	Mastertronic	85°	*YS* 70
2	(1)	*Bubble Bobble*	Hit Squad	90°	*YS* 69
3	(2)	*Dizzy Panic*	CodeMasters	49°	*YS* 66
4	(3)	*Magicland Dizzy*	CodeMasters	90°	*YS* 63
5	(4)	*Professional Footballer*	D&H Games	64°	*YS* 69
6	(7)	*Slightly Magic*	CodeMasters	60°	*YS* 66
7	(11)	*Double Dragon*	Mastertronic	70°	*YS* 62
8	(9)	*The Untouchables*	Hit Squad	92°	*YS* 69
9	(6)	*Dragon Ninja*	Hit Squad	60°	*YS* 66
10	(8)	*Renegade 3*	Hit Squad	82°	*YS* 69
11	(10)	*Quattro Cartoon*	CodeMasters	90°	*YS* 68
12	(NE)	*New Zealand Story*	Hit Squad	93°	*YS* 70
13	(NE)	*The Match*	D&H Games	67q°	*YS* 71
14	(12)	*Multimixx 1*	Kixx	83°	*YS* 67
15	(13)	*Spike In Transilvania*	CodeMasters	85°	*YS* 69
16	(15)	*Treasure Island Dizzy*	CodeMasters	90°	*YS* 63
17	(17)	*Cavemania*	Atlantis	70°	*YS* 65
18	(14)	*Paperboy*	Encore	68°	*YS* 48
19	(19)	*Scooby And Scrappy-Doo*	Hi-Tec	74°	*YS*68
20	(NE)	*Cabal*	Hit Squad	81°	*YS* 70



It's back! Yep, after being knocked off the top spot last month, Gremlin's *Hero Quest* has retaken the top notch. Spook! *Manchester United Europe* after a brief, but beautiful, rest in the hot seat has dropped to number two. There's only one new entry this month, Ocean's tough beat-'em-up *Darkman* is straight in at number 15.



I'm number one, me. Grrr! (Eek!)

Apart from that lone arrival, we've seen all this month's games before. Hopefully, things should be hotting up soon cos there's plenty of fab newies being released. Go buy!

SPEC-CHUM fave 5 STARRING

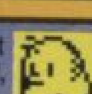
1. *Final Fight* US Gold
2. *Golden Axe* Virgin
3. *Shadow Dancer* US Gold
4. *Power Up* Ocean
5. *Midnight Resistance* CodeMasters



MATT HANKINSON

This month's Fave 5 comes from **Matthew Hankinson**. He's a bit of an arcade freak, which explains why *Final Fight* is his numero uno. Matt likes *Golden Axe* "for the beat-'em-up bit," *Shadow Dancer* "cos it's a ninja game" and *Midnight Resistance* "cos it's the best shoot-'em-up ever!"

Send your chart, a pic and your reasons to *The Fave 5* at the usual address!



The budgie charts seem to be a bit on the quiet side this month. (Well, compared to last month, that is. They were obviously in need of a lie down after all those new entries.) Mind you, there's still quite a lot going down, and up. Ha! (Ahem.) There's a new number one for a start. *Shinobi*, that bashy-slashy beat-'em-up, has jumped all of four places up to No. 1. Coo, eh? In order to reach the summit, it's knocked *Bubble Bobble* down a notch. Ahh! We like *Bubble Bobble*. And there's three whole new entries - *Cabal*, *The Match* and *New Zealand Story* (which should be higher, if you ask us). Which you, erm, didn't!

SO HOWZ IT ALL WORK THEN?

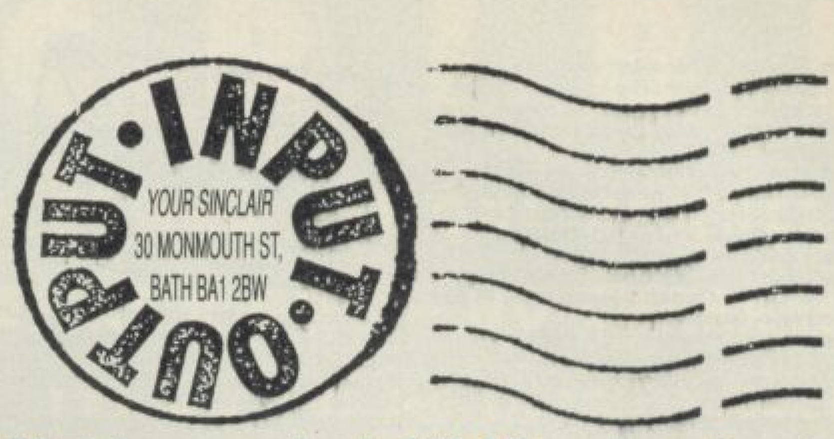
Well, it's all jolly simple. The number in brackets is where the game stood last month (with NE for New Entry and RE for Re-entry), the percentage at the end of the line is the score that we originally gave it, followed by the issue that the review appeared in. NR means that we've never reviewed it (but we probably will!). Finally, the *YS* Charts are compiled for us by Gallup (so ta very much to them).



■ Spectrum 128K + 2A plus lightgun, excellent condition. Includes eight strategy games, plus others – value £90. Sell the lot for £125. **Phone Andrew on 0222 560154.**
■ Spectrum 128K + 2A, 12 months old, two joysticks and lightgun, over £270 worth of recent games with all boxes and instructions plus mags. Asking £100. **Phone 0926 881233.**
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■ Spectrum + 48K with about 20 original games, tape recorder, all leads, Interface 2, two joysticks and power supply. Only £60, ono. **Phone 0923 674449.**
■ 2 year old Spectrum + 2A. In mint condition, hardly ever used, still in original box. Includes many full price games, lightgun and joystick. Offers around £250 in Scottish area. **Ring Colin on 03338273.**
■ Spectrum – £10, ono. Speech Synth – £10, ono. (Both with software.) Speccy 128K + 2 with leads and manual – £60, ono. **Phone 0377 70556 anytime.**
■ 48K Spectrum, new lightgun, Microdrive, tape recorder, Multiface One, joystick and interface. All in good condition. £130, or nearest offer. **Call 0709 561927 after 5 pm.**
■ Spectrum +2A, disk drive, lightgun, books, manuals, magazines, £500 worth of software and a set of disks. Will sell the lot for £250. **Ring Martyn on 0788 817473 before 9 pm.**
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■ Speccy + 2, over 200 games, two joysticks, 30 magazines, manuals and programming books plus all leads. Excellent condition. Games include *Turtles* and *Robocop 2*. Worth over £1,000, will sell for £250. **Tel Steve on (0782) 776443.**
■ For sale – ZX Spectrum with tape recorder, interface, Cheetah 125 joystick, over £200 worth of games. Will sell for £170 ono. **Phone Lee on 0656 863050 (after 7 pm on weekends only).**
■ Brand new Amstrad console (GX4000) for sale. With *Burnin' Rubber* and two manuals. Only £80, ono. **Phone Lucy on 0953 87238.**
■SAM Coupé for sale. 256K, 1990 ROM, SAM Tape 3, Spectrum and SAM software. No cassette recorder or disk drive. A snip for £100. (Worth about £250). **Phone 0617 664369 and ask for Graham (after 6 pm).**
■ Speccy + 3 with lots of games (*Navy SEALs, Total Recall* etc), joystick, a few mags and manual. Will sell for £200. **Call John on 0909 731124 after 6 pm on weekdays.**
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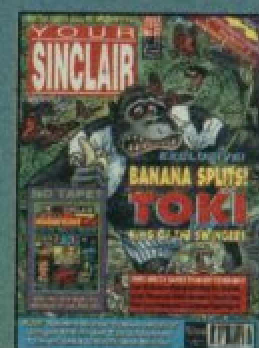
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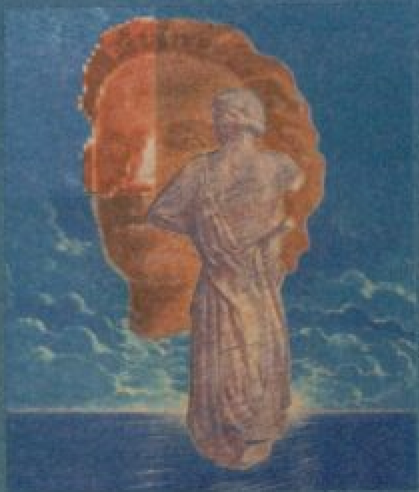


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OUTRUN EUROPA

US Gold /£11.99 cass



James People are always talking about the open road, right? But what do they mean? How many closed roads do you see? Well, I suppose most of Britain's motorways are closed at any one time. They cone off great sections which don't seem to have anything wrong with them? Humph! There's absolutely no reason for it! I'm going to write to my MP!

Anyway, here it is! The long-awaited review of *OutRun Europa*! And what's it all about? Well, settle down and I'll tell you. In *OutRun Europa* you're given a load of decent hardware to drive, and the whole of the EEC to chug around (in glorious 3D drive-o-vision). You have to get from London to Berlin, but it isn't as easy as just hopping on a large main road. The route you take goes through France (Paris, naturellement), Italy (Rome, al fresco) and Switzerland (er, Neueschnittbürgerstein, natürlich).

Honestly, officer, I thought the limit was 230 mph!

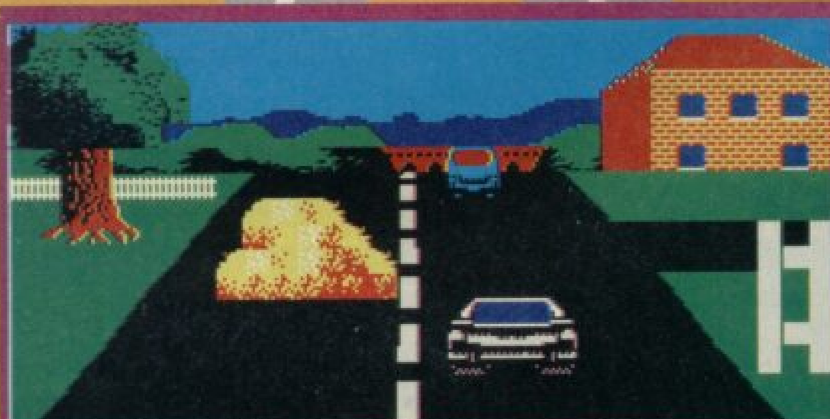
As you belt between these cities (and I do mean belt, cos we've got some seriously fast graphics here), you've got to collect secret files which have been stolen from you. Interpol (or somebody) are on your tail, the reason for this is a bit unclear, but take it from me – collect as many of these files as you can. Oh, and also trying to get hold of you are loads of secret agents. They're trying to halt your progress and, worse, make you crash into things. They also try and get you arrested by phoning the police when you're just about to cross a border. It's getting a bit complicated, is this, but basically you've just got to drive like the wind.



Zut alors! Donner und Blitzen! Crikey! That policecar's not exactly setting a good example, is he, Spec-chums?

Getting in your way are massive numbers of French, Italian or Swiss holiday-makers in their stupid foreign cars (which don't have a hope of keeping up with yours), so the roads in Europe are almost as crowded in *OutRun Europa* as they are in real life! The idiots also swerve into you a great deal, so the only thing to do is go up close behind them, hit the turbo button and zip past on a corner. You only have limited turbo, though, so have a care!

I said it was fast and it is. The graphics are big and dead colourful as well, this causes a wee bit of colour clash occasionally, but nothing too drastic. The sheer size of the buildings and the other stuff at the side of the road is impressive too. And there's such an impressive variety of scenery. It's so exciting, just like going on holiday! First you take a jetski from Dover to Calais, then you use a Porsche 911 to get to Italy, then it's powerboat time (in the Med. Later on, you even get to drive the F40, I believe. But I didn't get that far). So there's something here for all speed-freaks. Oh, and in case you're wondering, it's a bit of a toughie as well (that's why I didn't get to see the F40). *(Any excuse. Ed)*



Whoosh! This is all very exciting, isn't it, Spec-chums? Mind you, it all looks a bit dangerous and you're not advised to copy anything you see in this mag. (Except the look on Linda's face on page 47!)

OutRun Europa was scheduled for release sometime around the 3rd Century BC, but has been 'in development' since then. And it's been well worth the wait (unless you've died in the meantime). It's a quick game (thank goodness) and it's also a big game – there are loads of megalicious roadside graphics to drive past, as well as big sprites of the cars and vehicles. So if you're a fan of *Turbo OutRun*, *SCI* or any 3D racing game, you'll want to smash that stupid pink and blue piggy-bank you got for Christmas and rush out to the shops for a copy. Go on, do it now!



Oh dear, a policeman! When he catches up with you, make sure you tell him off for driving on the wrong side of the road!

FINAL VERDICT

LIFE EXPECTANCY 85°	ADDICTIVENESS 81°
GRAPHICS 89°	INSTANT APPEAL 82°

DIAGNOSIS

Car driving games come and go, but *OutRun Europa* is a classic set of wheels!

83°

SNOOKER MANAGEMENT

Cult/£3.99 cass



Andy Boring, boring, boring. Snooker's a yawn, except of course when someone's wig falls off, or a player gets a rip in his pantaloons as he's taking a tough shot. But snooker management? Treble yawn!

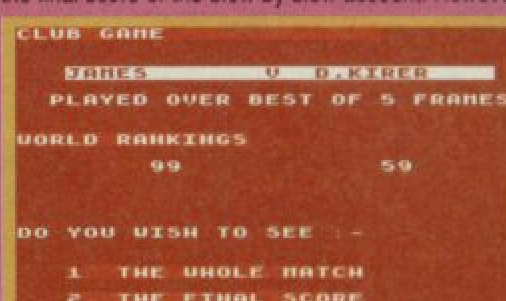


If that title doesn't immediately grab you and make you shake with joy, then you're not likely to be overly enthralled by the actual gamey content. Y'see, what you've got to do is manage a player. This means arranging games, paying the player, getting him into tournaments and arranging practise sessions. No doubt you've heard it all before, but I might as well tell you about it anyway. Ho hum.

You start off with about five grand in the bank and the idea is to get rich by making sure your snooker star wins lots of games (and doesn't get a cent for his efforts). If things go horribly wrong you can always make a trip to the bank or the local loan shark. (Which amounts to pretty much the same thing if you ask me!)

Boredom city, here I come!

When you decide that the time is right for a match, you can choose to play either a club chappy or a celeb. The screen then switches to the game sequence. At this point you can choose to see either the final score or the blow by blow account. However, this is shown entirely in text and is as thrilling as reading the British Rail time table sdrawkcab.



If you think I'm sitting through an entire match, you're mad!

I'm terribly sorry and everything, but *Snooker Management* is awful. If you do get a thrill out of number crunching games, then I'm sure you'll have hours of fun. (You're also dead weird!) More discerning sports fans (and that should mean most of you) will be better off checking out another game - there's an ultra-spiffy rugby game reviewed on page 16. Pass the tourniquet, Cyril! I think my pulse has dropped below 20 again. (Phew! Dire snooker games can be harmful to your health!)

FINAL VERDICT

LIFE EXPECTANCY 19°	ADDICTIVENESS 16°
GRAPHICS 15°	INSTANT APPEAL 16°

DIAGNOSIS

Deathly dull sleep-inducing game which is only slightly more fun than having your leg lopped off with a pair of shears.

19°

HINTS'N'TIPS

YS TIPSHOP



Wah-hey, Spec-chums! It seems to be all change around here, but you'll be happy to know that this is one place where nothing's going to be any different. (Well apart from last month's picture of me. I much prefer the new one!) I was quite sorry to see old Andy go, but as soon as he started bringing bags of fruit and veg into the office (on a regular basis) I started to worry! He was always a one for getting close to the earth, but this time he went a bit too far! Still, there's enough dirt and greenery in his new job to keep old Andy happy for quite a while to come. (I hope!) Young Andy Hutch is a different kettle of fish altogether, no hippy-dippy stuff with him around I can tell you! Nope, from now on the shed seems to be the 53rd state of the USA. He even tried covering our lovely flowery sofa with an American flag. But nay fret, Spec-chums – I stopped him!

Mind you, one good thing about all this American business is the food! Have you ever had a double pastrami and dill with peanut butter and jelly on rye? Yum! Talking of scrumptious things, how about some well tasty tips? Come this way...

Right, grab yourself a dinosaur and get into the groove! Yep, it's that LINDA BARKER! (And remember, kids – everything she does, she does it for you!)



INSECTOR HECTI IN THE INTERCHANGE

What do we want? Tips! When do want them? Now! Okay, how about passwords and icons for our *Hecti*? Steven Pill (he assures me it's his real name) knows his business...

First the passwords...

★ 1. ICER ★ 6. RING ★ 11. GRIM ★ 16. NONE ★ 21. FOOD ★ 26. ANEX ★ 31. OPAL ★ 36. BRIM ★ 41. MAIM ★ 46. ETCH

And now the icons...

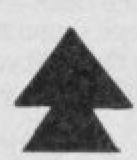


= Very useful. Kills everything on screen so you can carry on bug-free.



= Quite useful but can be dangerous. Lets you trash bugs by walking into them but wears off quite quickly.

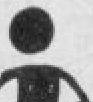
= Handy at times, but careful moving is impossible.



This lets you zoom around as if you've just eaten a kilo of baked beans. thing is, you often end up crashing off the edge.



= Very useful. This freezes the bugs and gives you time to blast 'em. Careful, cos it only lasts for a short time.



= Useful. Increases ammo and is handy if you're running out.



= Very useful. Increases ammo by about eight. Almost vital.

And, finally, to save bullets try turning bits of the maze onto the bugs so that the wall squashes them.

Who needs Rentakill when you've got Steven Pill?! A thousand thanks.

LOP EARS

Somebody (Andrew Reid, actually) has been daft enough to buy *Lop Ears* and the whole thing's ended in tears...

I'm writing to tell you my tale of woe! The problem is *Lop Ears*. I got it for my wee sister but I never knew what agony it would cause – I was playing 24 hours a day! I reasoned that the only solution was to solve it. **(Get on with it!)** So I did and here's my solution. R means right, L means left, etc...

Go R and D the second hole past the dog. Continue R, pick up key, jump R 'til the second pile of boxes. Jump U, L and get cabbage. D hole and R, give cabbage to the rabbit, continue R. U hole at the end of the tunnel, L to post box, use key. R, get opener, go to scissors, drop opener, get scissors and mix objects. Drop scissors, get opener, R, D hole, L, drop football and get pump. U the first hole you see, L to can, drop pump, get can and mix objects. Drop opener, get pump and mix again. Drop pump and go back to football. Pick up football. L to an opening which you shouldn't have seen before. L to pond, use football at the very edge and you'll get across. Under the tree with the acorn on its branch use the balloon. Exchange balloon for acorn, R and D hole . L, U hole, R to squirrel, give him the acorn. Drop football, get bone on R. Go back, get bucket, use it at the pond. R, D, L, U, D left hole, L and U. At this point you should have the bone and the bucket of water. L (the dogs can't get you when you have the bone), use water at the fire, L and you're home

PS: A little light in the dark will guide many millions to your mag. And this is the light!

Hmmm! Well, Andrew, I think you've lost something quite small – a piece of your mind, perhaps? First you buy *Lop Ears*, then you play it and then you write a complete solution. You poor, wee thing!

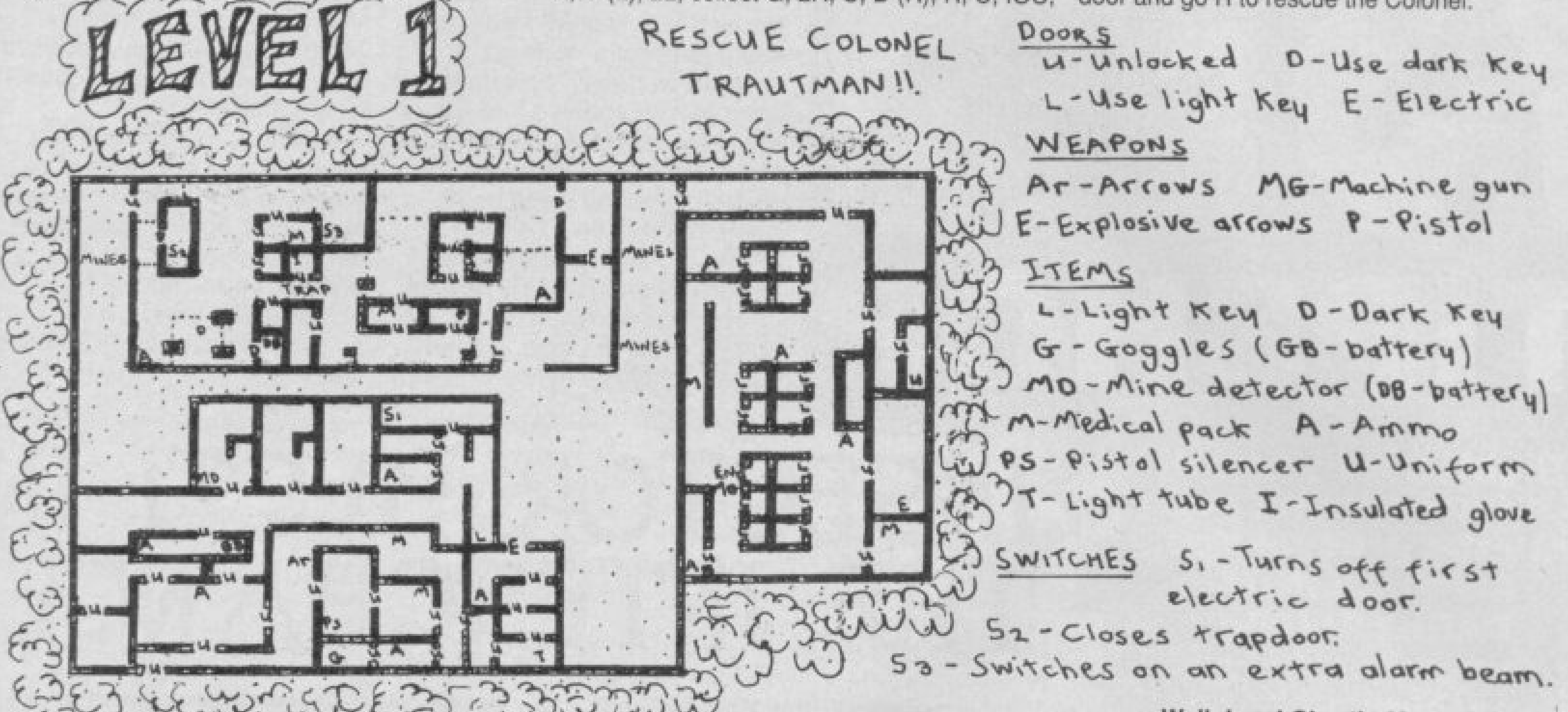
YS HINTS 'N' TIPS TIPSHOP

RAMBO 3

Gordon Todd has sent in this luvverly-wuvverly map of the first level of *Rambo 3*. Fortunately, we had a bit of colour space left so we can really do it justice. What's more, Gordo's also written a solution, and here it is...

Yo, Linda! Here's the simplest solution. R means right, L means left, etc.

R, 3U, R, U, L, collect GB, 2U, C, D, R, D, 3R, 4U, L, flick switch, R, 2D, D(R), D, collect L, 2U, D (L), D, 3L, D, L, D, R, D, R, U, 2R, D, R, D (L), 2L, collect G, 2R, U, D (R), R, C, IOU, L, use G and GB, 2L, 2U, 2L, 2D, U, collect D, D, R, collect DB, L, 2U, 2R, 2D, 3R, D, 2R. Use D and DB, 6U, 3R, 9D, R, D, collect E, U, L, 3D, 2L U (R), U, collect MG, U. Fire explosive arrow at middle of wall panel to open door and go R to rescue the Colonel.

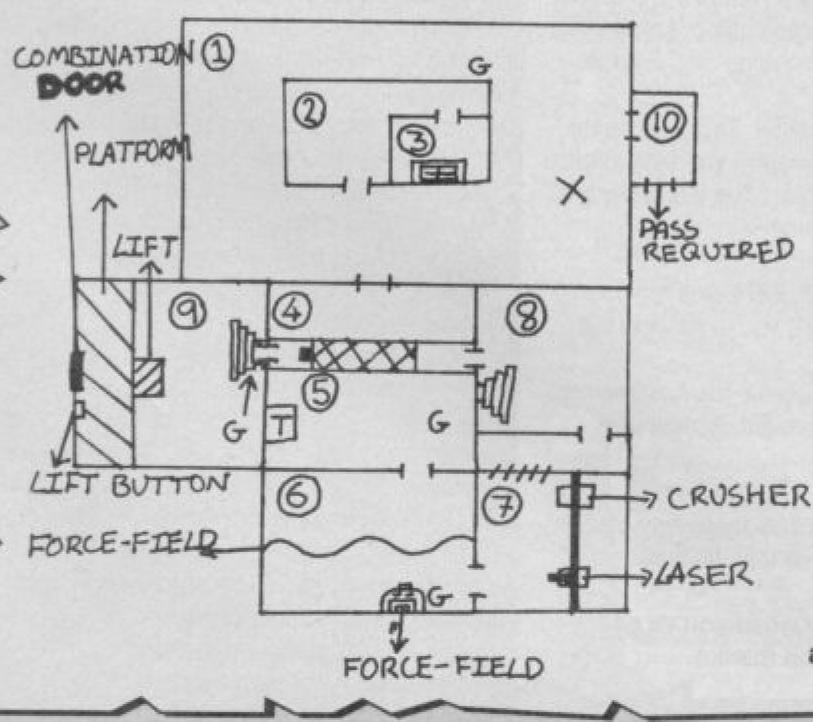


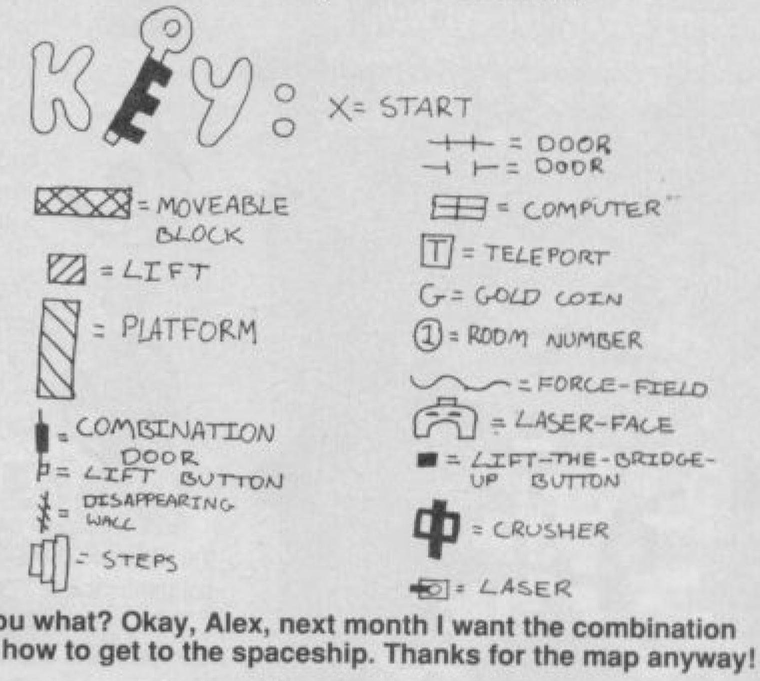
Well done! Give that boy a biscuit!

3D CONSTRUCTION KIT GAME

I thought that this was such a good thing to have on a cover cassette and, obviously, you lot agreed cos I've had quite a few (unfinished) maps and solutions for it. I chose Alex 'The Tree' Gemmell's one because it won the Andrew Ounsted Award For Lush Legibility. (It was done in black ink, y'see.) Alex (like the rest of you) hasn't actually finished the game but here's the solution so far...

First enter the house, follow the corridor (room 2) and enter room 3. Activate the computer keyboard and retrace your steps to room1. Go through the door opposite the house to room 4 and shoot the shaded wall – it should slide up. Enter room 5, turn around and shoot the bridge button to your left. Leave the teleport for now. Enter room 6 and immediately shoot the face-laser on the nose, this will kill it. Now return to room 5, crouch/duck, walk into the teleport and you'll get teleported behind the force-field (inside the face-laser), do a U-turn and shoot the force-field button (it's the white triangle). The force-field is now turned off. U-turn back again and walk forward 'til you leave the face. Stand up again, turn right and enter room 7. You will see a laser, look up and shoot the bar 'til the crusher is above the laser, shoot the crusher to crush the laser. The wall to your left will now open, walk through and enter room 8. Shoot each step to make it move under the doorway, climb the steps and go through the door. Walk in a straight line and you'll make it to the other door, if you can't then you've forgotten to shoot the bridge button. Once past, enter room 9, go down the steps, walk round the back and go under the steps. Shoot the button and walk back round again. Stand on the block and shoot the dark button, this'll lift you onto the platform. Activate the door, enter the combination and I'll tell you more next month!



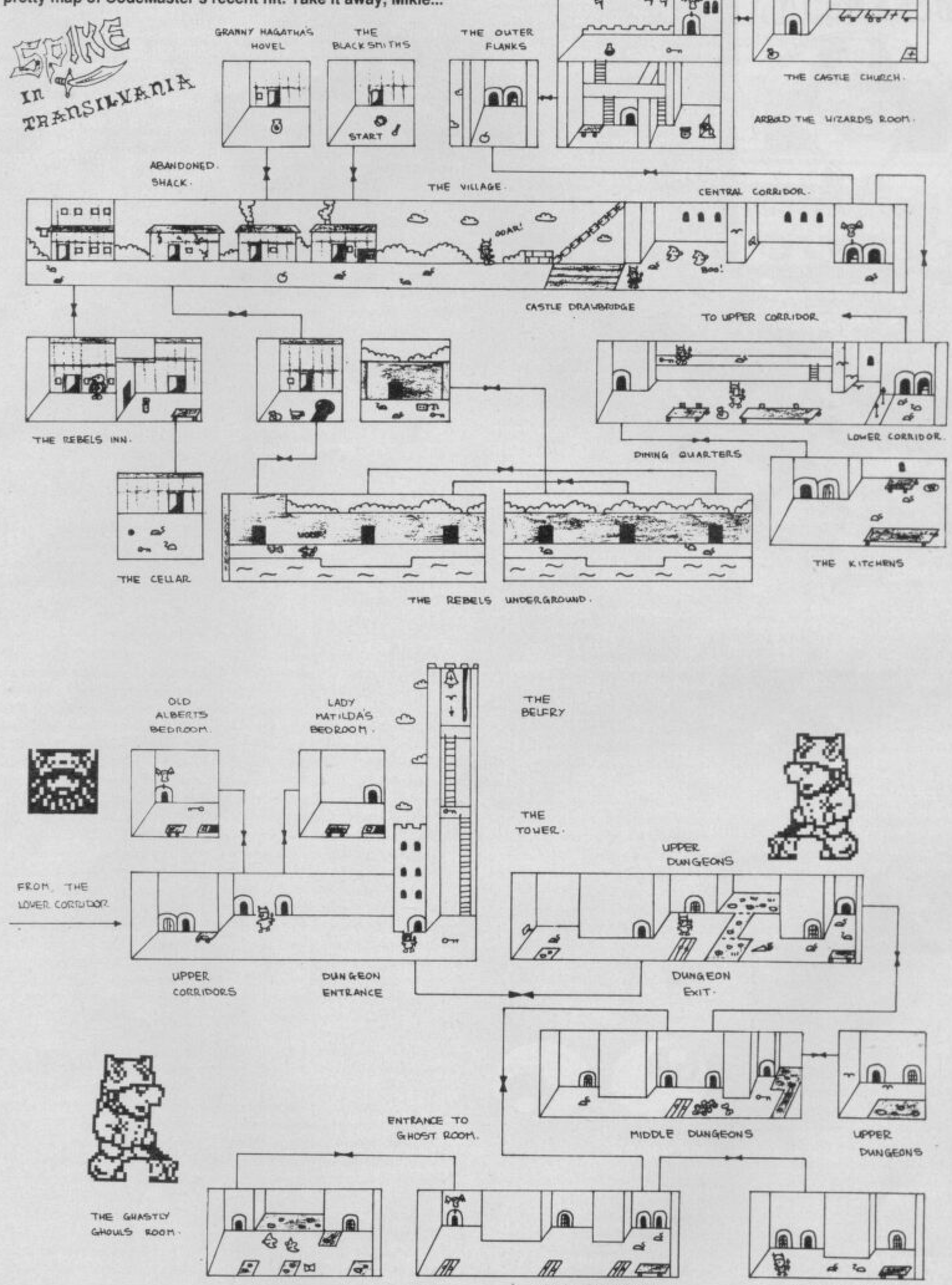


You what? Okay, Alex, next month I want the combination and how to get to the spaceship. Thanks for the map anyway!



SPIKE IN TRANSILVANIA

Here, courtesy of **Michael Robinson** (again!), is a rather pretty map of CodeMaster's recent hit. Take it away, Mikie...



Thanks, me old mucker, you! How d'you fancy a few quid?

DR. BERKMANN'S



CLINIC

Got a gamesnag? See a specialist!

Yes, nurse, just hold on to that for a moment, yes... now give it a good tug... yes..... aaahhh, that's better. (Always tricky, pulling an Elastoplast off, isn't it?)

NINJA REMIX

"How do you get past the alligator on Level 3?" asked Paul Kelly. Well, to be honest, I was beginning to despair of anyone answering this one, until that sound soul **Jamie McConnell** weighed in with his ha'porth. Jamie?

"Well, Dr B, all you do is stand on the right of it, luring it away from the exit. Having done this, nip behind him and groove effortlessly into Level Four. Yowsah?"

Yowsah, Jamie – a badge is on its way.

UNIVERSAL HERO

Richard Swann carries on, in his inimitable way, with a swift dissection of Angie Calvert's pressing gamesnags on this elderly arcade-adventure. What to do with the rubber boots, the starting handle and the piece of plutonium? (And how about the nuns, the melons, the parcel tape and the pictures of the Ed and Sammy the Sheep?) Richard?

"The rubber boots and the starting handle are needed during the second part of the game where you have to activate the teleport. As for the plutonium, don't touch it unless you get the radiation leads, which you can't get until you've got the 10p and used it on the telescope. You need the plutonium to complete the game, along with the moon crystal. As for the melons..." Thanks, Richard, that'll do fine.

MEGABUCKS

Daz Ellis is about 75% into this equally wrinkly arcade-adventure, but is having probs picking up the remote control for the robot. I'm not surprised, Daz – that always gave me problems too. Once you've blown through the wall with the dynamite, stand about two paces to the left of the thing and you should be able to pick it up. I'm afraid it's a perseverence 'n' practice one, Daz – nothing more or less.

***DIZZY* DEPT**

There had to be a *Dizzy*-related snag or two somewhere in the column, and the latest have come from Paul and Neil Campbell, who are both glued up on *Magicland Dizzy*. "How do you light the fire for the good witch Glenda's cauldron?" Try the Burning Torch. "How do you get Excalibur?" Find the Secret Passage, and pick up the sticky stuff. Edward Southall, meanwhile, can't find the Ice Palace. Been over the Trollbridge yet, Ed? (Make sure you take the dagger to free the goat and the stick to move him.) And Daniel Gatrell wants to know where you get the bucket of hot water from. Well, the bucket is down the Olde Well, and the water's gushing out of the Hot Water Geyser. Put them together... Finally, David Lavery can't get over the volcano. Not surprised, David! You won't be able to 'til towards the end of the game, by which time there should be clouds floating up from it. Wait until a cloud appears in the middle, then jump right onto it and jump again onto the island. (Thanks to **Christine Devlin** and **Patricia Quinn** for their help on these.)

Any others? Ah, Jack Skaife, who's always getting killed on *Treasure Island Diz* after he's collected the spade. Seems that when he tries to drop the spade on the wobbling rock he always loses the snorkel instead and drowns. It might be an idea to leap out of the water for a moment, and rearrange your objects (fnar). You know it makes sense!

And that seems to be that for another month. If there's any snags or desnags out there just drop us a line at Dr Berkmann's Clinic, *Your Sinclair*, 30 Monmouth Street, Bath, Avon BA1 2BW. Cheerio, dahlings!

MERCENARY

A real oldie now, for D McKee's query in the January ish has gone unanswered until now. Had Clinicians forgotten him? Yes of course they had, but one who hadn't was **Richard Caine**, who, it seems, regularly reads *YS* about a year after everyone else. "How do you get through the triangular doors?" asked D. "Are they just a hoax?" By no means, explains Richard, although his answer might well be.

"The triangular doors are not opened with an actual key. They lead to the author's cheat room. It's quite complicated, so listen carefully.

"From the start: as usual, buy the Dominion Dart and board it. Fly to just above 350m high and level out. Get a speed of 1781 kph exactly, fire a missile and pick it up (by pressing T) as it comes towards you. Now fly back to location 08-08 and land. Pick up your crashed intergalactic craft. Now go to the elevator at 08-06, go underground and leave your ship. Walk towards the triangular door and instead of the 'locked' response you will enter a large room with loads of triangular doors in it. This is the cheat room. Go through the doors and you'll find yourself transported to other (very useful) parts of the city. What's more, if you're put in prison, you'll now be able to get out easily; you'll automatically have every key to every other door; and you'll be able to pick up all craft and vehicles and put them in your pockets. Cool, huh?"

Er, yes, Richard, and you know – I almost believe you. If you're really confused, look elsewhere in Tipshop for a complete map and solution.

JET SET WILLY 2

Lucky old Dominic Rackstraw. Virtually the whole world, his wife and his pet budgie, Chirpy, wrote in to answer his gamesnags on this old platformer. First, how to negotiate the nightmare room? In fact, virtually everyone had a different method, but the clearest came from **Paul Dossis**...

"From the top of the stairs, jump right when the first and second Maria clones are near the top of the screen. Then jump right to the middle platform when Maria clone 2 and the foot are near the top. Quickly face left to avoid the foot. Now for the tricky bit! (I hate it when they say that – Dr B.) When the foot has just gone down past you and Maria 3 is just coming down from the top, jump as far as possible. You should land on the lower of the two platforms, five "columns" across. Now, when Maria 3 is at the bottom and Maria 4 is going to the top, stand to the left of this platform and jump right to the middle platform on column 6. When Maria 4 and Maria 5 are at or near the bottom, stand to the left of this platform and again jump right onto the platform with the icon. Now go to the right of this platform, jump to the left to the bottom platform of column 5, and then turn round and drop to the floor."

Phew! I tried *JSW* for the first time in ages the other day, and I'd forgotten just how stomachturningly nailbitingly brainblendingly HARD it is! Dominic (the masochist) also wanted to find the Rocket Room. Over to **Brian Hamilton** for this one.

"From the Cold Store, go up the staircase to the very top. Go through the Conservatory and go up more stairs into Nomen Luni. Go past there onto the Roof. Jump onto the rope and off at the other side. Jump all the battlements and you'll come to We Must Perform A Quirkafleeg. *(Eh? Ed)* Jump on the rope and climb up it. Now go up the Watchtower, onto the conveyor belt and jump. You're now in the Rocket Room." As **Dicky** – sorry, **Richard Swann** points out, this gives you access to about 50 extra rooms. "And the only way to get out is to go to Beam Me Down Spotty and teleport to the bathroom." It's an evil game, Dominic – you have my sincere condolences... (Thanks also to **Andrew Reid**.)

ROBOCOP 2

Now, where we? Oh yes, Kevin Darby's snaglet from a couple of months back. What was the cheat mode for skipping a level? Well, as **James McConnell** put it, everybody knows that. And indeed everybody did, because everybody wrote in, which is how I come to have a slipped disc from carrying the letters up the stairs. "First redefine the keys as M, S, Y, U, L, E. Now hold down G, T and I," continued James, in undeniable despair, refraining from pointing out that these last three letters are an ingenious anagram of the word "git". Such self-restraint, Jim – here's your badge. (And thanks also to **P D Lock**, **Daz Ellis** and about 5,208 others.)

HAYLP!

Gamesnags a-gogo...

Colin Watson: "In *Marsport*, what objects do you need to make the lead suit and to get past the sonic bomb?"

Robert Stone: "Haylp! In *Renegade* how do you get past the fat lady boss of Level 3?"

Tony Brooks: "In *Fantasy World Dizzy*, how the hell do you get out of The Amazing Illusion (the screen full of bricks with lots of hidden platforms)?"

Christopher Key: "Could somebody please tell me where the lift switch is in *Robocop 2*?"

Daz Ellis: "In *Blinky's Scary School*, I can get to the room where it's completely black, but I can't jump over that ruddy gap to get the torch. Haylp!"

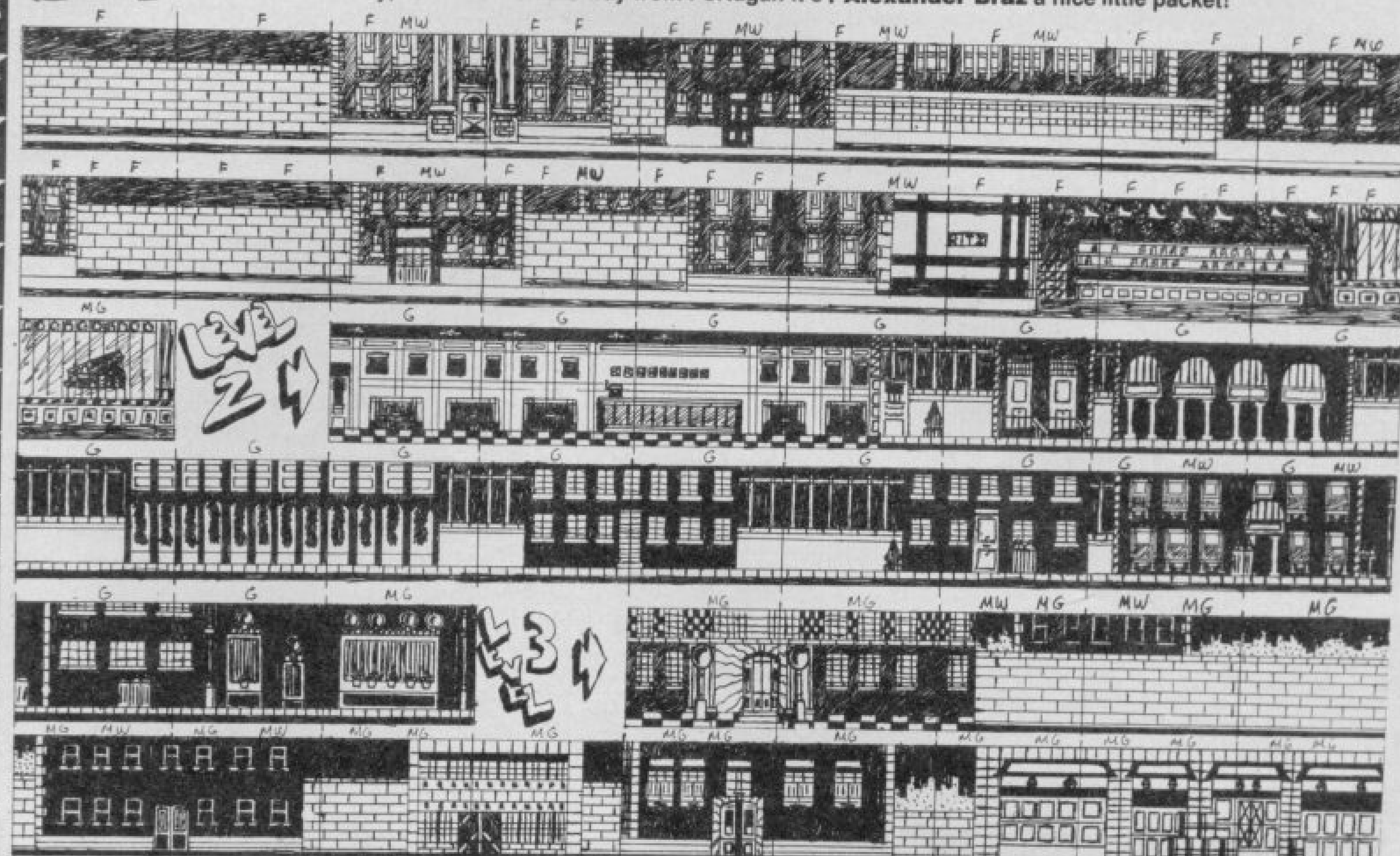
What a jolly big Clinic, eh? Just the way it should be, if you ask me! I've got sackloads of your snaglets and solutions to catch up on, so I'll try and get through those next month. Oh, and remember to keep a clever doctor busy by sending your snags to the usual address.

TIP O' THE MONTH

DICK TRACY

I was wondering when I'd get a map of this and, finally, here it is – all the way from Portugal! It's big, it's bountiful and it's made **Victor Manuel Alexander Braz** a nice little packet!

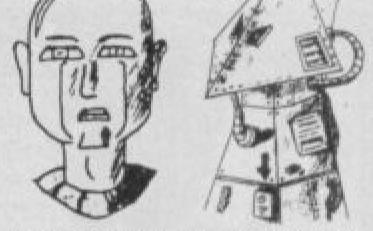
LEVEL 1



GENERAL TIPS

- IF YOU DUCK, THE MW'S WON'T HIT YOU
- YOU CAN OUTRUN THE MEN WITH FISTS
- IF YOU HAVE A GUN, START SHOOTING WHEN YOU ENTER A NEW SCREEN IMMEDIATELY

MERCENARY



We had an itsy-bitsy something on *Mercenary* last month, but here's the real McCoy. It's a complete solution by Arthur Olcot and should steer you off in the right direction.

Yo! There are two ways to complete *Mercenary* and the easy way is to get to hanger 03.15, get the pass and leave. And here's how you do it...

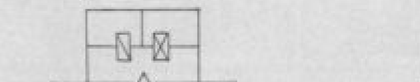
Go to hangar 11.13, operate the elevator and leave the ship. You'll see a wall with 3 doors, go through the left door and pick up the cheese. Go back to the hangar and go through the door on the right. This is the bank, go through the door on the right and up the corridor 'til you see a transporter on your left. Go through this and you'll find yourself in a different corridor, go through the door at the far end and keep going 'til you come to the power amp. Take this and retrace your steps back to the transporter. Go through it and go right into the hangar. Get into your ship and leave.

Go to location 81.35 and go through the left hand door. Take the key, go back to your ship and leave. Go up to an altitude of 65997ft and you'll see the colony craft land. Use the elevator and go through the door and down to Level 2. Now go immediately through the door on the right. Go through the first door on your left and take the kitchen sink, go back to the first floor and leave.

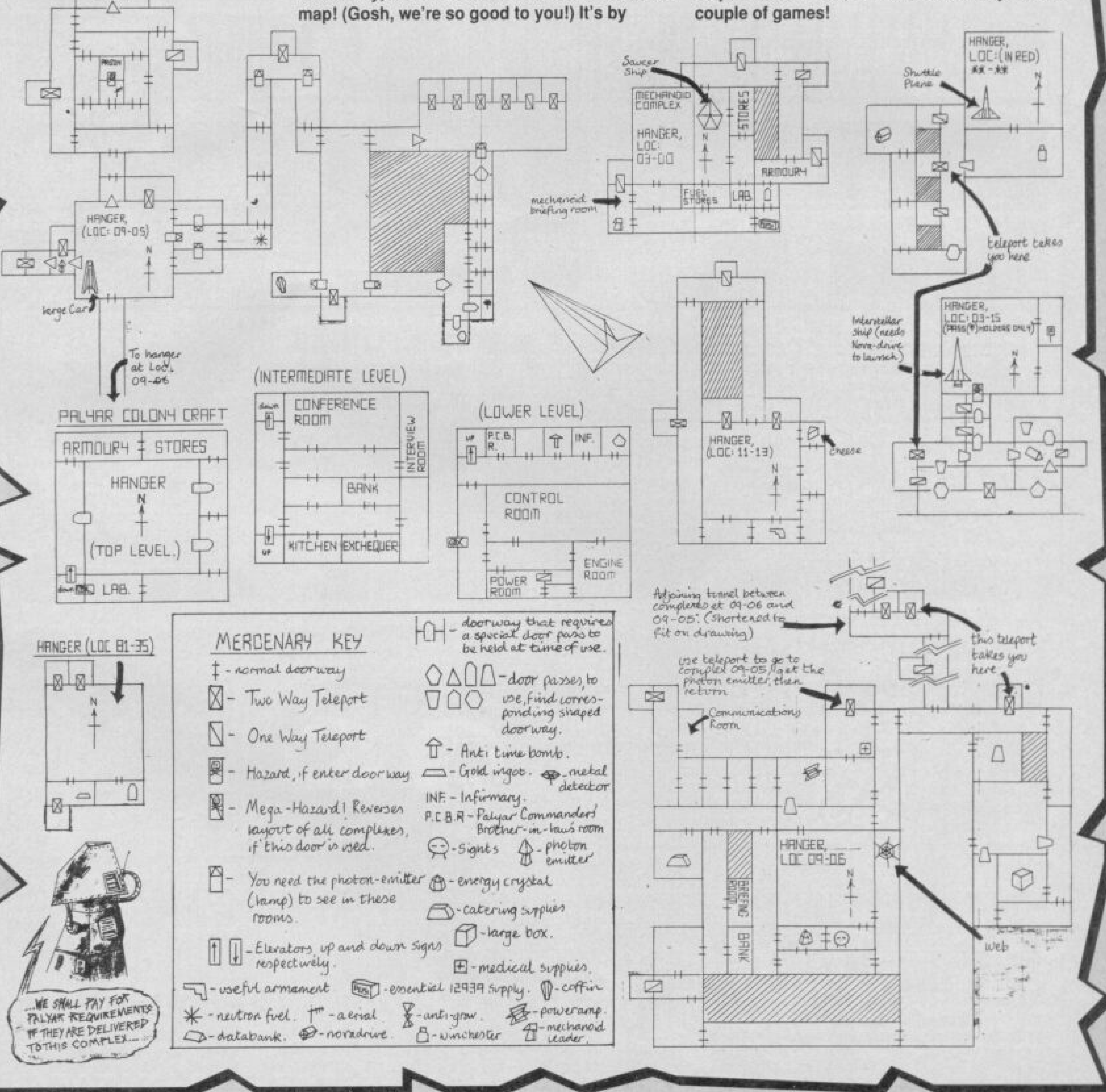
Fly to location 09.06, go down into the hangar and go through the door on the left. Take the photon emitter, go back to your ship and leave for the location which is after 99.99 but before 99.99 (in red). Go to the hangar, through 2 doors in a row and then through the transporter. You are now at complex 03.15, go left, through door ahead and then through the door on the left. Go through the door in front of you and you'll see a door with a skull and crossbones on it. Go close, take it, go through the door to the hangar. Take the left door to get back in the hangar. Board your ship, leave – and you've won!

The other way of winning is to collect a million credits by finding lots of objects. But it's very long and I'm not writing it out.

Good, cos neither am I! If you're still stuck, take a peek at the map. (And! There's also an alternative solution in the Clinic this month. Spook!)



Okay, the complete solution to that ace budgie, *Mercenary*, is around somewhere and here's the map! (Gosh, we're so good to you!) It's by Stephen Ollett and it's definitely a bit on the helpful side. In fact, I think it's definitely worth a couple of games!



PRACTICAL POKES

How do you get JON NORTH's attention? Give him a POKE! (Sorry!)

Over the last few months a number of you have been writing in asking for the Multiface POKEs from the Pokerama series, due to the fact that they scroll too fast to write down. Well, I'm here to help, so help I shall – with a one-off special covering nearly all the Multiface POKEs for the routines so far immortalised on tape, from the first one on issue 63 to issue 67's. So now you've got no excuse.

POKERAMA 63
PUZZNIC – 42698,0 infy retries; 46084,0 infy time.
STRIDER 2 – 33133,0 infy lives.
LOTUS ESPRIT – 52856,0 always qualify.
WIZARDS LAIR – 52056,0 infy energy; 47968,0 infy lives; 52081,0 infy keys.
MOONLIGHT MADNESS – 57145,12 infy lives.
UN SQUADRON – 29264,201 both players immortal.
FAST FOOD – 47847,0 infy lives.
NINJA REMIX – 36577,33 infy lives.
SHADOW OF THE BEAST – 33220,0:33257,0 infy lives.
LINE OF FIRE – 42616,201 both players immortal.

POKERAMA 64
WEC LE MANS – 33249,195 infy time.
SWITCHBLADE – 38475,0:39345,0 infy lives.
GREMLINS 2 – 37071,255 for 255 lives.
MAGICLAND DIZZY – 29622,0 infy lives.
TREASURE ISLAND DIZZY – 29289,201 immortal.
FANTASY WORLD DIZZY – 63001,0 infy lives.
DIZZY – 62746,0 infy lives.

POKERAMA 65
HAWK STORM – 32166,0:35309, 0:35727,0:36607,0:3780, 0 infy energy; 34872,0 infy ammo.
LOOPZ – 65353,0:65354,0 infy time; passwords are EASY (L6), CUTE (L11), ARTY (L16), CRAS (L26), WHET (L31), POLL (L36), ZUIS (L41), EMMA (L46).
DICK TRACY – 29615,0 infy lives.
CHAMPIONSHIP RUN – 61482,195 always qualify; 58070,0 no rank saturate.
CAVEMANIA – 55541,195 infy lives; 44731,195 infy ammo.
MIAMI COBRA GT – 42418,0 infy time; 43129,0 infy turbo; 42328,0 fast bonus.
POPEYE 2 – 46804,0 infy lives.
DRILLER – 46476,0 infy time; 46828,0 infy energy; 48007,0:47604,0 infy shields.
SCI – 40382,183 infy credits.

POKERAMA 66
LIGHT CORRIDOR – 40750,0 infy lives both players.
SPINDIZZY – 56483,0 infy timeMACH 3 – 24632,195 infy lives.
HELTER SKELTER – 42194,33 infy time; 36936,0 infy lives.
TARZAN GOES APE – 47131,0 infy lives.
KAMIKAZE – 28584,0 infy lives; 43104,0 no limit on killed hostages.

POKERAMA 67
EXTREME – 31752,0 infy time; 55853,0 infy energy; 54389,0 infy ammo.
NIGHTSHIFT – 25265,58 never get fired.
LONE WOLF – 60214,24 infy lives.
TOYOTA CELICA GT RALLY – 51334,46:51335,255 always qualify.
SYNTAX – 35757,0 infy lives.
CJ'S ELEPHANT ANTICS – 45875,33 infy lives both players.
ARKANOID 2 48K – 37483,0 infy lives.
ARKANOID 2 128K – 37586,0 infy lives.

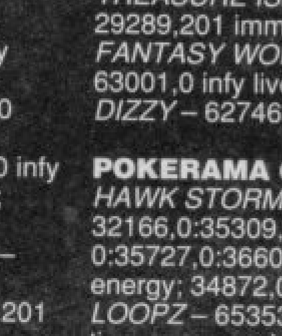
That little lot should stop you lot whining. Next month we'll have some "proper" POKEs, so keep them coming. The address is Jon North, PP, *YS*, 30 Monmouth Street, Bath, Avon BA1 2BW. See you in the scrolly.

HERO QUEST

Ooh dear! It seems like there's been a bit of cheating going on within these very pages. This obviously makes me very sad and, er, I'm sorry. Basically. The problem is those first few *Hero Quest* maps from a couple of issues back. Y'see, they weren't from the computer game at all but the boardgame. Thanks to everybody who wrote in with the proper maps. I've chosen Neil Keddie's maps cos they were the smallest...

Key for whole lot
= Start/exit
= Door
= Secret door
= Furniture
= Blocked
= Pit
= Spear trap
= Pit trap
O = Orc ✚ G = Goblin ✚ F = Fimir
✚ CW = Chaos Warrior ✚ U = Ulag
✚S = Skeleton ✚ M = Mummy ✚ Z = Zombie ✚ SO = Sorcerer
Wandering Monster = Orc

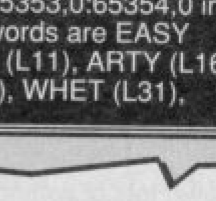
The Rescue Of Sir Ragnar
A = Chest/trap
B = Chest/healing potion and 50 gold coins.
SR = Sir Ragnar

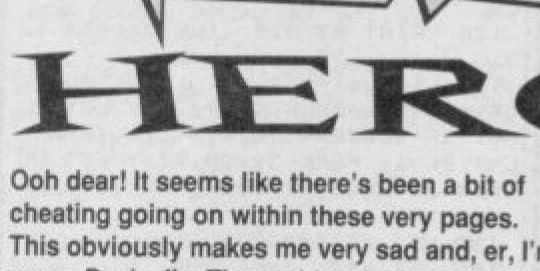




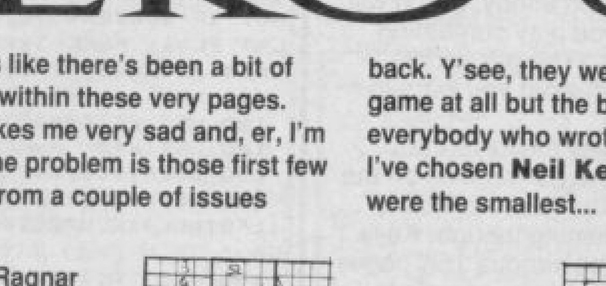
Melar's Maze
Key
A = Melar key. This will make the throne move and reveal a door.
B = Talisman Of Lore

Lair of The Orc Warlords
Key
A = Armoury/spear
B = Deactivate chest to get 100 gold coins.
C = Cupboard containing 30 gold coins and a healing potion.





Prince Magnus' Gold
Key
A = Prince Magnus' Gold



And that hopefully is the last we'll see of *Hero Quest*! Well, until the expansion kit maps come pouring in anyway!

BREAM!

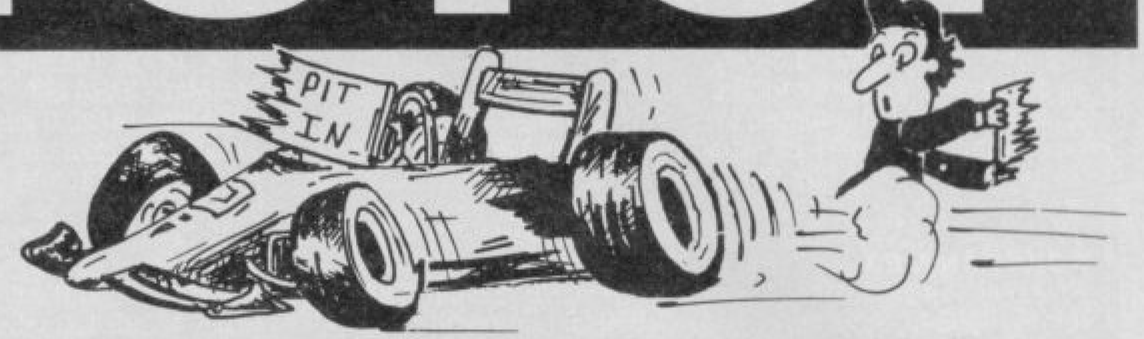
The end of the page is nigh and the new Ed is urging me to get a move on! I must obey! There's just time for me to pass on a message from Andy O, our long-suffering Art Ed... "Oi, you lot! Right, that got your attention! Now, please, please can you send Linda your superb maps in black and white. Y'see, we very rarely use colour in Tipshop and I'm afraid that blue doesn't come out either. So, please take pity on a poor chap (with a crap motorbike) and make my job a little less painful by using black ink. Thankyou and goodnight!'

Okay, just keep on sending all those luvverly tips and (black and white) maps to me, Linda B, at the *YS* Tipshop, *YS*, 30 Monmouth Street, Bath, Avon BA1 2BW. Pip! Pip!

PROGRAM PITSTOP



Life isn't all strawberry mousse and treacle pudding, you know. Just eat all your listings and you'll grow up big and strong – just like that JONATHAN DAVIES.



Hold it right there! I saw you about to turn that page, hoping I wouldn't notice. Come on, a regular diet of long listings is just what the doctor ordered, and they'll keep your mind fresh and alert in between playing all those boring games.

This month's prescription consists primarily of **Daniel Azzopardi**'s *Really Sound Sampler* which is, erm, another sound sampler. Hurrah! Type it in and then wash it down with **Neil Highley**'s *Fade Away*. Give me a call if you're not feeling any better in the morning. (Or something.)

REALLY SOUND SAMPLER

by Daniel Azzopardi

Yes, it's another sound sampler. Yes, it'll actually work this time. But no, it's not just the same as all the others. It is, in fact, much better. The main difference is that Daniel Azzopardi *(Does he? Where? Ed)* has incorporated lots of 128K features into it. He says that not only can you record samples up to 96K long (which is roughly three and a half weeks of recording time, according to my calculations), but the program also takes advantage of the dear old AY sound chip. I'm not quite sure what he means by this second bit, but I've a sneaky suspicion it might be something to do with the different volumes you can play things back at. It also boasts variable frequencies and a sort of graph thing, like at the beginning of Angels. (You know! That crap BBC drama about nurses where everybody died!) But all of this doesn't make it a 128K-only program. It'll work fine on 48K Speccies too, but without quite so many features.

Before you start worrying about how it all works and everything, the first thing to do is get it up and running. To do that, type in the BASIC section of the program and save it with SAVE "sampler" LINE 760. Then you'll have to load up the Hex Loader and type in the Hex listing. (Oh no! Several thousand rapidly dispersing Pitstop readers!) Save the code produced after the BASIC part and there you are.

Upon running the sampler, lots of writing will appear, along with a little line that moves slowly along the bottom of the screen. That's your graph thingy, which will jiggle up and down if you play something through the ear socket. (The ear socket being where you play in what you want to sample, of course.)

I won't bother listing all the keys the program uses, as it displays them all on the screen for you. The extra 128K functions might need some explaining though. Keys 1 and 2 swop between the various 16K pages of memory, so you can store a sample in each. G, on the other hand, 'glues' all the pages together into one long sample. E does an echo (echo, e c h o) effect, which apparently works best with small samples.

Don't expect to be bowled over by the sound quality or anything, but I defy anyone to come up with a better Speccy sampler. (Although if you do, you'll have to wait a few months to see it in print, as I've had it up to here with samplers for the time being.)

BASIC Bit

```
  10 REM *** S.S.S.Sampler ***
  20 REM *** V10.3b Mar'91 ***
  30 REM *** By D.Azzopardi***
  40 REM
  50 REM Sampling/Playback
  60 REM routines at 40000/40046
  70 REM 39994 VOL (0-16),must
be 16 in beeper (48k) mode
  80 REM 39995 MODE - decides
output type,             254=v
ia BEEPer              253=via AY
-3-8912               (128k sound
 chip)
  90 REM DO NOT use any other
values
 100 REM 40102 PITCH - 6=normal
don't use any values over  about
 16
 101 REM 39996-7 START address
 102 REM 39998-9 LENGTH
 110 BORDER 0: PAPER 0: INK 5: C
LS
 120 PRINT AT 0,0; INK 0;CHR$ 16
3
 130 LET vol=16: LET fl=0: POKE
39995,254: POKE 39994,16: LET FL
=0: IF SCREEN$ (0,1)= "P" THEN
LET FL=1: POKE 39995,253: LET VO
L=15: POKE 39994,15
 140 LET page=1
 150 LET PITCH=6
 160 LET F=0
 170 BEEP .08,59
 180 PRINT AT 0,0; INK 7; PAPER
1;"SINCLAIR SPECTRUM SOUND SAMPL
ER "
 190 PLOT 0,167: DRAW  INK 3;255
,0
 200 LET sta=(PEEK 39997)*256+PE
EK 39996: LET len=(PEEK 39999)*2
56+PEEK (39998)
 210 PRINT '''PAGE NUMBER   :";P
AGE;"  ": IF PAGE=-1 THEN  PRINT
 AT 3,15;"ALL"
 220 PRINT "START ADDRESS :";STA
-49152;"       "
 230 PRINT "SAMPLE LENGTH :";LEN
;"     "
 240 PRINT "PITCH VALUE    :";PIT
CH
 250 IF fl=1 THEN  PRINT "VOLUME
        :";VOL;"   "
 260 PRINT ''"S : SAMPLE"''P : P
LAYBACK"''A : ALTER VARIBLES": I
F fl=1 THEN  PRINT "E : ECHO FX"
''G : GLUE PAGES"
 270 PRINT AT 6,22;"< Q-W >": IF
 FL=1 THEN  PRINT AT 7,22;"< Z-X
 >";AT 3,22;"< 1-2 >"
 280 LET A$=INKEY$
 290 PLOT  INK 4; BRIGHT 1;F,USR
 39900: PLOT  INK 4; BRIGHT 1;F,
USR 39900: LET F=F+1: IF F=256 T
HEN  LET F=0: RANDOMIZE USR 3995
0
 300 IF A$="" THEN  GO TO 280
 310 IF A$="s" THEN  BEEP .005,6
0: GO SUB 560
 320 IF A$="p" THEN  GO SUB 590
 330 IF A$="a" THEN  GO SUB 610
```

BASIC Bit cont

```
 340 IF fl=1 AND a$="x" AND vol<
15 THEN  LET vol =vol+1
 350 IF fl=1 AND a$="z" AND vol
>0 THEN  LET vol =vol-1
 360 IF fl=1 THEN  POKE 39994,vo
l
 370 IF (A$="g" AND fl<>0) AND P
AGE<>-1 THEN  LET PAGE=-1: POKE
39999,64: POKE 39998,0: POKE 399
97,192: POKE 39996,0: GO TO 390
 380 IF (A$="g" AND fl<>0) AND P
AGE=-1 THEN  LET PAGE=1
 390 IF A$="1" AND PAGE>1 AND PA
GE<>-1 THEN  LET PAGE=PAGE-1
 400 IF A$="2" AND PAGE<6 AND PA
GE<>-1 THEN  LET PAGE=PAGE+1
 410 IF PAGE<>-1 THEN  GO SUB 54
0
 420 IF a$="e" AND page<>-1 AND
fl=1 THEN  GO SUB 480
 430 IF A$="q" AND PITCH>1 THEN
 LET PITCH=PITCH-1
 440 IF A$="w" AND PITCH<9 THEN
 LET PITCH=PITCH+1
 450 POKE 40102,PITCH
 460 RANDOMIZE USR 39950: LET F=
0
 470 GO TO 180
 480 FOR f=15 TO 1 STEP -1: POKE
 39994,f: RANDOMIZE USR 40046
 490 IF INKEY$<>"" THEN  RETURN
 500 NEXT f
 510 FOR f=1 TO 15 : POKE 39994,
f: RANDOMIZE USR 40046
 520 IF INKEY$<>"" THEN  RETURN
 530 NEXT f: RETURN
 540 RESTORE 550: FOR F=1 TO PAG
E: READ OT: NEXT F: POKE 23388,O
T: RETURN
 550 DATA 16,17,19,20,22,23
 560 PRINT AT 15,12; INK 7; PAPE
R 2; FLASH 1;"SAMPLING"
 570 IF PAGE<>-1 THEN  RANDOMIZE
 USR 40000: PRINT AT 15,12;"
    ": RETURN
 580 LET A=40000: GO SUB 660: PR
INT AT 15,12;"          ": RETURN
 590 IF PAGE<>-1 THEN  RANDOMIZE
 USR 40046: RETURN
 600 LET A=40046: GO TO 660
 610 INPUT "START ADDRESS (0-163
84) ?";ADDR
 620 IF ADDR<0 OR ADDR>16384 OR
ADDR<>INT ADDR THEN  GO TO 610
 630 LET ADDR=ADDR+49152: POKE 3
9997,INT (ADDR/256): POKE 39996,
ADDR-256*(INT (ADDR/256))
 640 INPUT "SAMPLE LENGTH (1-";(
16384-(addr-49152));") ?";L: IF
L<1 OR L>(16384-(addr-49152)) OR
 L<>INT L THEN  GO TO 640
 650 POKE 39999,INT (L/256): POK
E 39998,L-256*(INT (L/256)): RET
URN
 660 POKE 23388,16: RANDOMIZE US
R A
 670 POKE 23388,17: RANDOMIZE US
R A
 680 POKE 23388,19: RANDOMIZE US
R A
 690 POKE 23388,20: RANDOMIZE US
R A
 700 POKE 23388,22: RANDOMIZE US
R A
 710 POKE 23388,23: RANDOMIZE US
R A: POKE 23388,16: RETURN
 720 RESTORE 740: FOR F=39900 TO
 39924: READ A: POKE F,A: NEXT F
 730 RESTORE 750: FOR F=39950 TO
 39963: READ A: POKE F,A: NEXT F
 740 DATA 243,14,48,219,254,230,
64,71,13,121,40,8,219,254,230,64
,184,40,-11,6,0,6,0,251,201
 750 DATA 33,0,80,17,1,80,1,255,
7,54,0,237,176,201
 760 BORDER 0: PAPER 0: INK 0: C
LEAR 32767: LOAD ""CODE
 770 RUN
 780 SAVE CHR$ 22+CHR$ 1+CHR$ 0+
CHR$ 239+CHR$ 8+"ING :" LINE 720
: SAVE " CODE "CODE 39995,256
 790 REM GOTO 780 to save.
9999 RUN
```

Hex Bit

```
39995 FD 00 C0 00 40 F3 2A 3C =854
40003 9C ED 5B 3E 9C 06 00 DB =927
40011 FE E6 40 17 4F 04 78 FE =1028
40019 7F 28 0D 3E 03 3D 20 FD =591
40027 DB FE E6 40 17 B9 28 ED =1252
40035 78 B1 77 23 1B 7A B3 20 =811
40043 DC FB C9 F3 01 FD FF 3E =1486
40051 07 ED 79 D9 01 FD BF 3E =1089
40059 F8 ED 79 D9 3E 08 ED 79 =1251
40067 D9 3A 3B 9C 4F D9 3A 3A =902
40075 9C 32 9C 9C 2A 3C 9C ED =1013
40083 5B 3E 9C 7E E6 80 28 02 =835
40091 3E 0F D9 ED 79 D9 7E E6 =1225
40099 7F 47 3E 06 3D 20 FD 10 =628
40107 F9 23 1B 7A B3 20 E4 FB =1123
40115 C9 00 U0 00 00 00 00 00 =201
STOP
```

FADE AWAY

by Neil Highley

Here's one of those slightly sad little programs that gets squeezed into the gap at the end of Pitstop. But that doesn't mean it's crap, not by any stretch of the imagination. Lord, no! Just don't expect it to do a great deal, that's all. What it does do is 'disintegrate' your screen, making it a handy alternative to the usual CLS command. Hurrah! There's no Hex, the REM lines are optional so just type it in and go (as Vidal Sassoon might say). There are some parameters you can fiddle about with, but they're all explained in the listing so I won't go into detail.

```
   1 REM THE FADER BY NEIL HIGHL
EY
  10 REM
   HAVE YOU EVER GOT SICK OF ST
ARING AT YOUR FAVOURITE PIXELATE
D PICCY WHILE IT GLEEPS OUT OF E
XISTANCE?  IF SO THEN THE ANSWER
 IS HERE!  A NEW, SHORTE  SCREE
N FADER TO DEVIATE YOUR ARTWORK
AWAY! ENJOY!!!
  20 REM POKE 1,((USR 32768)/256
) TO START. (THIS PREVENTS THE R
AND SEED BEING CORRUPTED)
  30 DATA 175,50,9,128,17,0,0,1,
0,0,33,0,64,86,10,162,119,35,3,1
24,254,88,32,245,58,9,128,60,50,
9,128,28,123,254,8,32,226,201,99
9
  40 FOR a=32768 TO 7e7: READ b:
 IF b<>999 THEN  POKE a,b: NEXT
a
  50 REM POKE 32802 WITH NUMBER
OF FADES...
  60 REM YET ANOTHER DEMO
  70 CLS : LIST 70 : POKE 32802,
20: POKE 32783,178: POKE 1, ( (U
SR 32768)/256): POKE 32783,162:
POKE 1,((USR 32768)/256)
  80 INPUT "STORE A VASE?";N$: I
F N$="Y" THEN  SAVE "FADING" LIN
E 10
  90 REM GIVE ME THE CREDIT BOYE
EEE
 100 REM OH YES, POKE 32783 WITH
 162 FOR FADE TO PAPER OR 178 TO
 FADE TO INK
```

LAWKS!

Your fingers must be worn to the bone after typing in that lot. But there's just one more thing I'd like you to do for me (if you don't mind), just write a really good program, put it onto a tape or disk and send it to me at Program Pitstop, *Your Sinclair*, 30 Monmouth Street, Bath, Avon BA1 2BW. There's £50 for the best, and a badge for the rest.

WANTED!

EXACTLY WHAT YOU THINK ABOUT YOUR SINCLAIR – SO WE CAN MAKE IT EVEN BETTER!

Strewth missus, it's exam time. (sort of.) You see, we'd really, really like to know what you think about YS. So grab a biro (making sure the top's really chewed and yucky) and tick a few of these squiffy little boxes. Biros aloft? Okay, here's the first question...

1. Which of these machines do you own?

- ☐ Speccy 48K
- ☐ Speccy 128K
- ☐ SAM Coupé
- ☐ Amstrad CPC
- ☐ Atari ST
- ☐ Amiga
- ☐ Commodore 64
- ☐ Sega
- ☐ Nintendo
- ☐ Moulinex blender

2. Is *YS* good value for money?

- ☐ Excellent value (I'd sell my Slinky for it)
- ☐ Good value (I'd flog my 101er conker)
- ☐ Reasonable value (I'd sell my yucky biro)
- ☐ Poor value (I'd sell the biro's plastic bung)
- ☐ Rip-off (I'd sell some icky dandruft for it)

3. How much do you like the cover of this issue?.../10

4. What do you think of the issue overall?.../10

5. How does it compare with previous ones?

- ☐ Much better
- ☐ Slightly better
- ☐ The same standard
- ☐ Slightly worse
- ☐ Even worse than that

6. Give the mag a rating out of ten, plus any other computer mags you read regularly...

YOUR SINCLAIR.../10

..../10

..../10

..../10

7. And lastly, what do you reckon's the *best* thing about this ish, and what's the worst?

Mmm. Well, I really went a bundle on

....

....

But I didn't fancy

....

....

....

.... at all. (Er, is that it?)

■ It certainly is! And you don't even need a stamp to post it! Just send it off to Lawks it's the YS Reader Survey, *YS*, Future Publishing Ltd, Freepost, Bath, Avon BA1 1XY. (And ta very much for your co-operation!) 71

TO PROTECT AND SERVE

SPEC TEC YS

Got a problem? Get it solved! With

ADAM WARING

SPEC TEC



Get ahead, get a hat. Our Tec did and look where he is now. On the other hand...

I woke up feeling like my head had been severely beaten with a large piece of wood. Not *too* surprising really, since that's exactly what had happened the night before.

I picked myself out of the gutter and swore that I wouldn't speak to 'Basher' Crabtree in such a way again. After all, he does have the physique of the entire Chicago Bears football team rolled into one.

Dusting myself down, I made my way to Murphy's bar, a joint I hang out in downtown, for a quick slug of rye. Ah, that made me feel better. It wasn't long before I'd followed it with another, just to wash the first one down. And another, just to get my head straight...

And that's all I can remember. Everything after that seems kinda hazy and confused. But I'm kinda worried about the posters and notice for my arrest in the Journal...

GOOD START

In all the computer games that I play the game always starts automatically, but when I save and load my own games it always gives the 'OK' message *after* loading. Please could you tell my how to start programs automatically.
Steven Grainger
Nottingham

No trouble, Stevè! Getting programs to auto-run is as easy as falling off the harbour with concrete shoes when you've forgotten to keep up with Mr Big's payments.

You can get the program to run from any line you wish. For example, suppose you want your program to run from line 1000, you would save the program as follows:

SAVE "filename" LINE 1000

Simple, eh? **Ad.**

QUICK ON THE DRAW

I have had my Spectrum 128K for a year and a half now and enjoy programming in BASIC.

In my manual, I can't understand how to use DRAW and CIRCLE. It's probably quite simple if you know what you're doing, but I don't! Could you please print a fairly simple guide to drawing on the Spectrum.
Andrew Young
Reading

Imagine the screen is made up of a load of dots. (Not to difficult to do – it is made up of a load of dots.) There are 256 dots horizontally across the screen and 176 vertically. That gives us 45,056 separate dots in total. For drawing graphics, a co-ordinates system is used. (It's just like drawing graphs in maths.) The bottom left of the screen's co-ordinates are 0,0. The top right of the screen's co-ordinates are 255,175.

A dot can be placed at any position with the PLOT command. So top place a dot in the bottom left of the screen you'd use:

PLOT 0,0

These dots are called pixels, the co-ordinates are referred to as the X and Y co-ordinates.

Lines are created with the DRAW command. Specify how many pixels you want to draw in the X and Y directions:

DRAW 100,150 *draws a line to the point on screen 100 pixels to the right and 150 up from the last point plotted.*

DRAW -50,-100 *draws a line 50 pixels to the left and 100 down.*

IT'S A FIX

BREAK AWAY

With reference to James Taylor's problem in September's issue, a much more friendly method of preventing people from breaking into your programs is to enter:

POKE 23614,0

This simply disables the BREAK key, rather than cause the computer to crash when the key is pressed. This method is used by many software companies to protect their games.
Kristian 'Hacker' Didymus
Waltham Cross, Herts

Thanks, 'Hacker'. Watch your mailbox – there may well be a package containing special investigation goodies on its way! **Ad.**

NO ESCAPE

If you want to stop the ESC key being detected on the SAM Coupé use a POKE &5B41,1 at the start of your program.

There's no reliable way to stop the more lethal BREAK button at the back of the computer from bring detected so instead I change its function from a 'break' to a 'reset' using DPOKE &5AE0,1. I hope this helps some people.

By the way, if I could have a little plug. *(Sure, a favour for a favour. Ad)* I'm writing a machine code course which Peter Hazell and others might find useful in *ZAT* fanzine. It's available from PO Box 488, Tweedale, Telford, Shropshire TF7 4SU. Send 80p and a stamp for the latest issue.
Daniel Cannon
Newark, Notts

SPECIAL INVESTIGATION SOLVED

Heck, there's an awful lot of these special investigations being solved this month. I'm gonna have to get Andy (the new one, Ide was getting too much mark and we had to get rid of him) to get me a whole crateful of goodies to give out! (And I know a warehouse where we can get it from too.) **Ad.**



Circles are drawn with the CIRCLE command (now there's a surprise). The X and Y positions and the radius of the circle need to be specified. (The radius is the distance between the centre and edge of the circle:

CIRCLE 100,100,40
draws a circle at the coordinates 100,100, with a radius of 40 pixels.

Hope that's cleared things up a bit. **Ad.**

DIRTY, ROTTEN CHEAT

I am the owner of a 48K Speccy and I would like to know how to put in the POKEs from your tips booklet that came free with issue 65. I have several games that I just keep dying in and it really gets on my nerves! Please could you help!

Here's a cheat for *Vigilante*. Hold down all the keys on the option screen a couple of times and the screen will go all one colour. When it does you've got infinite lives except against the men with guns.

Ben Parkinson
Farnborough, Hants

I know the feeling – I have infinite lives except against men with guns too. A tip for the future: send all your game cheats to the dame at Tipshop and not to me. I get a lot of requests for cheats as well. Sorry, but they're outa my league. Any that come my way are filed in the round filing cabinet in the corner of my office.

POKEs are simply programs that intercept the running of a game and alter the code so that it acts differently. (So you don't die or whatever.)

Type the listings from the book very carefully. A mistake means the POKE won't work properly. If you do mistype something you can go back through the line with the cursor keys and 'rub-out' using the DELETE key. (SHIFT and '0' on early Speccys.) When you're satisfied that the line is correct press the ENTER key. The line will be tucked safely away into the computer's memory.

Once you've typed in all the lines in this way it's best to save the POKE (so you can use it again without having to type it in each time). Save it by typing:

SAVE "filename"

The 'filename' can be anything you like, just as long as it's no more than 8 characters long. You'll be able to load it again with:

LOAD "filename"

Right. That's the POKE safely stored away on tape. The next thing is to use it on one the game it's designed to make a darn sight easier. To start it off type:

RUN

Then insert the game tape and press play. The game will load in, but should be significantly easier!

If something goes wrong, then chances are that you've made a mistake somewhere with your typing. Check through the program lines and retype any that don't match up exactly with the listings printed in the book. **Ad.**

STICK IT IN

My friend and myself are starting to write games and we would like to have full joystick control starting with Kempston. I would appreciate it if you could help us. We're both keen buyers of *YS*.

Saul Howard
Birmingham

There are two types of joystick interface you need to worry about – the Kempston and the Sinclair. There used to be another type, called Protek, but it's dead and buried. It just went out of fashion.

The IN instruction is used to read the information from the joystick port. The Kempston is wired to address 31. Sinclair uses port addresses 61438 for joystick 1 and 63486 for joystick 2:

x=IN 31 *reads the Kempston port.*
x=IN 61438 *reads Sinclair joystick 1.*
x=IN 63486 *reads Sinclair joystick 2.*

Unfortunately the numbers you get back make more sense in machine code than in BASIC, this is because it uses binary to represent which directions or buttons have been pressed:

16	8	4	2	1
FIRE	UP	DOWN	LEFT	RIGHT

This little program shows you the decimal values that are generated by the Kempston joystick:

```
10 PRINT AT 10,10;IN 31;" ";:GOTO 10
```

We can turn this into usable information like this:

```
10 LET x = IN 31
20 IF x >= 16 THEN LET x=x-16:PRINT
"Fire"
30 IF x >= 8 THEN LET x=x-
8:PRINT "Up"
40 IF x >= 4 THEN LET x=x-
4:PRINT "Down"
50 IF x >= 2 THEN LET x=x-
2:PRINT "Left"
60 IF x >= 1 THEN LET x=x-
1:PRINT "Right"
```

It's slightly more difficult to read the Sinclair joysticks in this way but, luckily, these joysticks duplicate the number keys on the keyboard. So you can use INKEY$ as an alternative way of reading them.

Sinclair joystick 1 can be read like this:

```
10 LET a$ = INKEY$
20 IF a$ = "0" THEN PRINT
"Fire"
30 IF a$ = "9" THEN PRINT
"Up"
40 IF a$ = "8" THEN
PRINT "Down"
50 IF a$ = "7" THEN
PRINT "Right"
60 IF a$ = "6" THEN
PRINT "Left"
```

I look forward to seeing your games, kid. **Ad.**

THE WORD IS...

In response to some problems you solved in Spec Tec, issue 67, I would like to add that it isn't impossible to obtain printouts from the standard version of *Tasword 2* through the +2A printer port. Just follow these simple steps...

- In the main menu, select 'option G'.
- Skip through the first control code list by pressing ENTER.
- Type 'Y' on the 'Interface/Printer codes' menu.
- The control codes are as follows:

*Code 1 = 0
*Code 2 = 0
*Code 3 = 0
*Code 4 = 57855 (Very important!)
*Carriage return = 13
*Line feed = 0
*Left margin = 8
*Happy printing! (If you have further difficulties, check the printer's DIP switches.)

And here's a tip: (*Another one? This is a good day! Ad*) Printing styles can be altered from the basic listing of *Tasword*. This is done by typing:

LPRINT "U" followed by the appropriate ASCII value in a line.

Full details are on pages 178-179 of the +2A manual.

Hope this information is of some use. (It is to me, and it does work!)

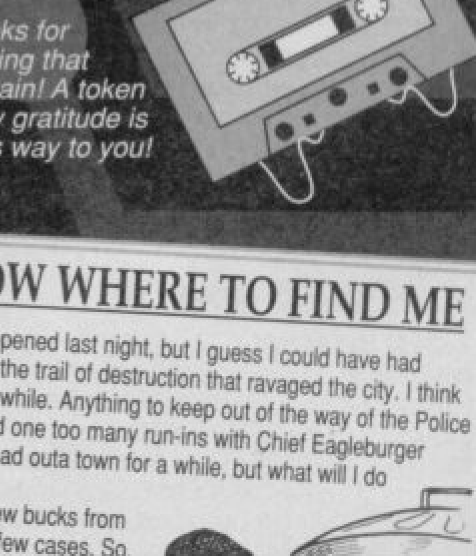
Iain Holloway
Luton, Beds

Thanks for pointing that out, Iain! A token of my gratitude is on its way to you!
Ad.

YOU KNOW WHERE TO FIND ME

I can't think what happened last night, but I guess I could have had something to do with the trail of destruction that ravaged the city. I think I'd better lie low for a while. Anything to keep out of the way of the Police Department – I've had one too many run-ins with Chief Eagleburger lately. So I think I'll head outa town for a while, but what will I do for dough?

I know! I'll earn a few bucks from *YS* for investigating a few cases. So, send all those problems that need solving to: **Adam Waring, Spec Tec, *YS*, 30 Monmouth Street, Bath BA1 2BW.**



Don't worry about your mail getting to me – I'll get my *YS* chums to pass it all on. They'll keep stumm (they'd better do, or they'll be chewing lead for breakfast!)

And, you know kids, there's a lesson to be learnt, here. Don't hold your chickens in both hands – they'll wilt.

IT'S SHOWTIME!

YS AT THE ECES.

YS has a great day out!

If you were all set up to visit the European Computer Entertainment Show at Earls Court 2 on the 5th to the 8th of September, you might have been at bit miffed when it was closed to the public at such short notice. As a kind-hearted gesture, and just to make sure you don't feel left out, here's the *Your Sinclair* view of the show.



Yes, the undaunted *YS* posse (by no stretch of imagination, members of the public) piled into James's XR3i and headed off to London as fast as they could (about 40mph). James was sure he knew where he was going, so the team didn't bother poncing about with girly maps and atlases. But after getting lost at Hammersmith, Lewisham and eventually Canterbury, they arrived at the show just when everyone was about to pack up and go home. "Great," said the gang, "we're just in time for a sit-down and a coffee."

And who was at this show?

Well first off, as soon as we walked through the doors in fact, there was a gleaming Kawasaki motorbike staring us right in the face. Andy Ounsted saw it and stopped breathing for a mo. He tumbled to the floor, hitting his head on a litter bin. (Luckily he was wearing his crash helmet, or it could have been quite nasty.) After we'd revived him he clambered onto the machine and started making 'brrm brrm' noises. He'd obviously made a full recovery.



The bike was on the Zeppelin stand. Zeppelin (as you'll know if you've read T'zers) are doing a game called *Kawasaki Team Green*, a 3D over-the-handlebars-view game which could well knock your socks off. Zeppelin were also launching their Aircrew Club, which gives you two free games and a *YS* quality T-shirt (crap, in other words). James, of course, instantly joined the club, and was dead chuffed with his gold membership card (which everyone gets). The fool is actually down the shops right now trying to buy a stereo system with it. Perhaps most embarrassing of all, the senior Zep bod, Darren Jobling admitted he's in a band where he's known as Rappin' Dazza J. Cringe city! We made our excuses and scuttled off (leaving Andy hugging the Kawasaki and kissing the petrol tank).



Next we visited US Gold in their swank hotel suite. We decided to go and have a chat with Danielle Woodyatt, their PR person. Excited, we ran in and everyone told us to ssshh! Woody (as she's known in the biz) was being interviewed by a serious TV computer news type programme and we'd just wrecked everything! We left without saying goodbye. (Well, we were thrown out, actually.)

Where next? Of course, our old pals at Ocean! They'd love to see us! We crept in cautiously this time. Ocean didn't notice us cos they were talking to some important people in suits. Unperturbed, we helped ourselves to their crisps and snacks. Everything was just dandy 'til Maryanne burped loudly.

The whole place went quiet and everyone turned to look. Once more we were escorted out, this time after destroying a multi-billion pound deal which Ocean were just about to sign.

SHHH!

A bit demoralised now, Hutch suggested we go and look at the latest joysticks on the Konix stand. They've got such weird ergonomic shapes nowadays that you wouldn't think they were joysticks at all. As we examined them, we heard a strange noise. It was Linda. She'd mistaken one of the joysticks for a large blue boiled sweet and had swallowed it. Luckily the lead was still sticking out of her mouth, so with some tugging, we could get the joystick back. Well, most of it.

Next on the list was Psygnosis.



We were transfixed as they showed us the early stages of *Lemmings*. We all had a go, but James completely misunderstood the whole idea of the game and spent all his time trying to kill as many Lemmings as he could. "This is dead easy," he said! To make it more challenging, he poured coffee into the Psygnosis Speccy. Again, we were politely asked to leave.

It was getting late now. All the software houses had told us about a stonking party at the London Hotel on the other side of town. Hutch straightened his baseball cap, Linda chose a fresh knee-length holey black jumper, Andy O polished his best crash helmet, and we were ready to get a cab. But when we got to the London Hotel we found that it had closed down about five years ago. It was all very odd! Then we had to walk around London for about three hours looking for our car, cos we'd run out of dosh for a taxi. And it was raining! Never mind, we'll find the party next year and we'll have a *really* good time. Software bods, you have been warned! ✪



WIN WIN WIN!

Wowee, we've got 50 (count 'em) Turtles goodie bags to give away!

Unless you've been living on the planet Squidgy for the last five years, you can't have failed to notice something popularly referred to as the Turtle phenomenon. Recently *(in fact, in this very issue. Spook! Ed.)* the groovy foursome have made something of a comeback in their latest escapade.

Teenage Mutant Hero Turtles: The Coin-Op (gasp) has been converted to the Speccy by those Tefal-headed chaps down at Probe, under the loving care and guidance of Mirrorsoft. In fact the game's going to be on review in the December issue, but to celebrate our ever-so-exclusive preview in this issue and the review next month we're running a two part compo.



Just tell me what I've gotta do man!

Hold your horses dudes, you see this is such a groovy compo that we're going to be attempting to locate your more, erm, intellectual brain cells. This month we've got those 50 spesh goodie bags: inside these wonderful holdalls you'll find a T-Shirt, posters, stickers and badges. Next month we've got a splendid and rather fetching matt-black TV to give away, so if you win that you can plaster it with wodges of stickers and things.

Michaelangelo, Donatello, Raphael and Leonardo are well known pizza fans, but our compo has got absolutely nothing to do with pizza. Unless of course, you want to eat pizza while wracking your brains to find the solution. The first 50 correct answers out of the old hat will win a goody bag. If you fail to win this time, just try next month's turtle compo for the TV!

Give me Rolf Harris any day!

In case you didn't know, all the turtles are named after really old (and rather dead) artists who created some fabby works of art absolutely donkeys years ago. Yep, Italian art is an area of extreme beauty and controversy. You lot probably know fish all about art, so sit down and open those lugholes. To help you out with this month's really arty (and extremely difficult) compo, luvverly *YS* is now going to teach you all about art.

Donatello's the oldest art dude and he's famous for being the father of modern sculpture. Michaelangelo was given loads of dosh by a good and boring rich family called the Medicis (not to be confused with the Borgias who were beaut and bad)! Now, this is all very well and good, but it's a bit dull isn't it, Spec-chums? You don't want to know that, all you're interested in is the goss! Unfortunately, there isn't any. In fact, the only interesting thing about these geezers is the fact that they're all Italian and they formed the original Mafia. It's true! Also, they all worked for the Pope at some point in their collective lives – spook, eh?



One last thing, kids – don't confuse Leonardo with Leoncavallo who was an opera composer and not terribly famous at all.

A



The aim of the game is...

Now you know all that, the rest of the compo's pretty easy! All you've got to do is look at the illustrations on this here page and guess which one was created by which of the more artistically inclined turtle namesakes.



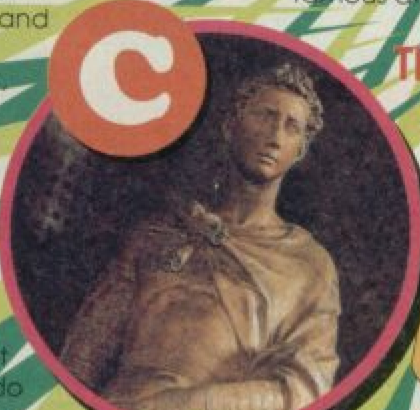
Here's an example, one of these works of art was created by Leonardo Da Vinci and all you've gotta do is spot which one. Then do the same for Raphael, Michaelangelo and Donatello. Easy huh? Of course the best thing is that when you've done all this you can really impress your friends with your knowledge of sixteenth century art. Fill in the coupon, paste it onto the back of a postcard and send the whole caboodle off to *"Mona Lisa, many have adored you But no-one could ever love you like I do! So, come on down off that pedestal"* compo, *YS* compos, 29 Monmouth Street, Bath, Avon BA1 2BW.



B



C



D



RULES

- If you work for Future Publishing or Mirrorsoft then you probably know nothing about art. So don't bother entering this compo, philistine.
- Andy wrote his PhD on Italian art, so no arguing.
- Your artistic treatises had better be on our doormat by the 15th of November, 1991. Or, erm, else.

Dear *YS*, I've got an in depth knowledge of Italian art and I think that:

Picture A was created by: ....

Picture B was created by: ....

Picture C was created by: ....

Picture D was created by: ....

My name is..

And I inhabit..

....

....Postcode: ....

+D System

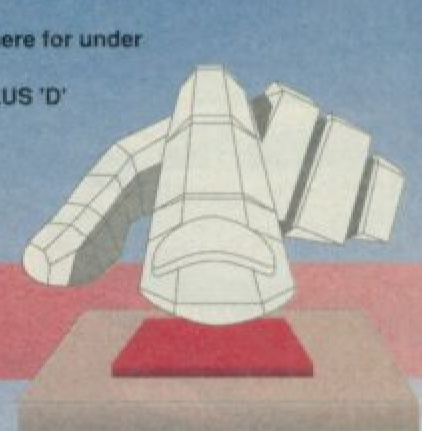
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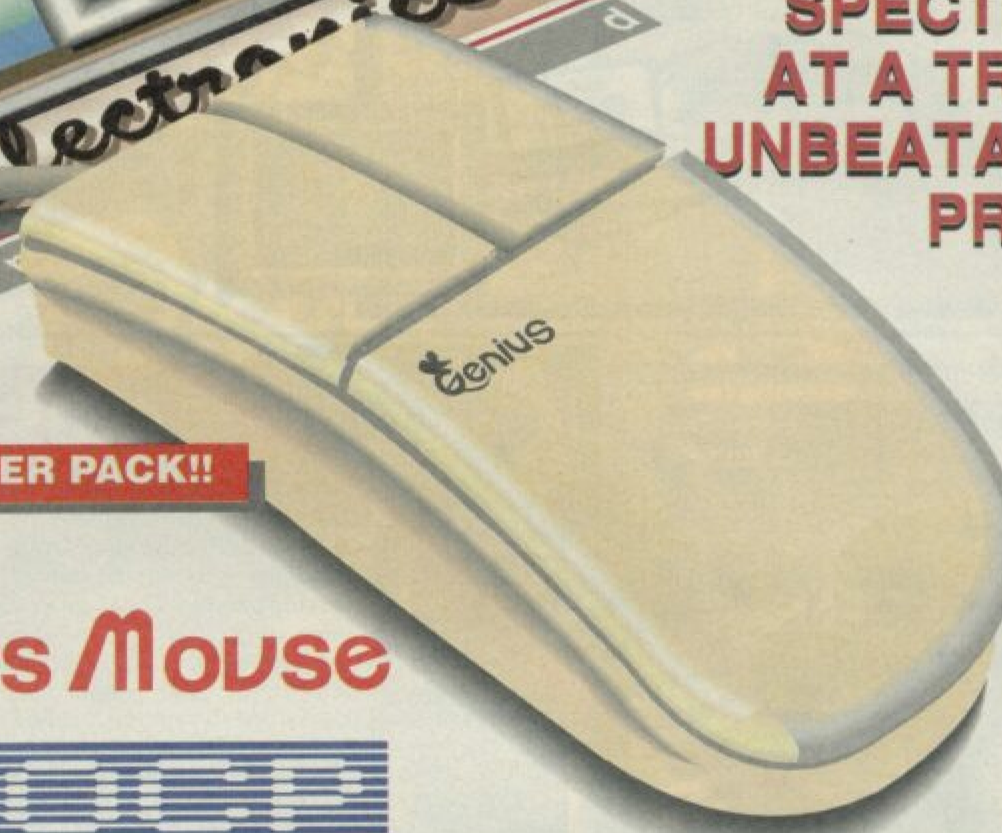
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P/D 3

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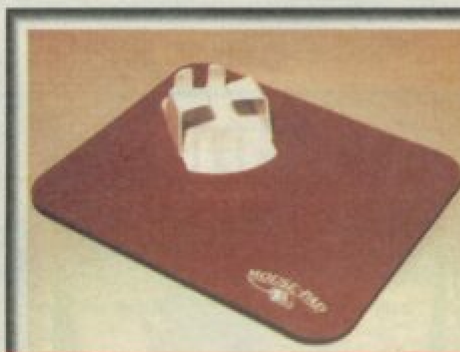
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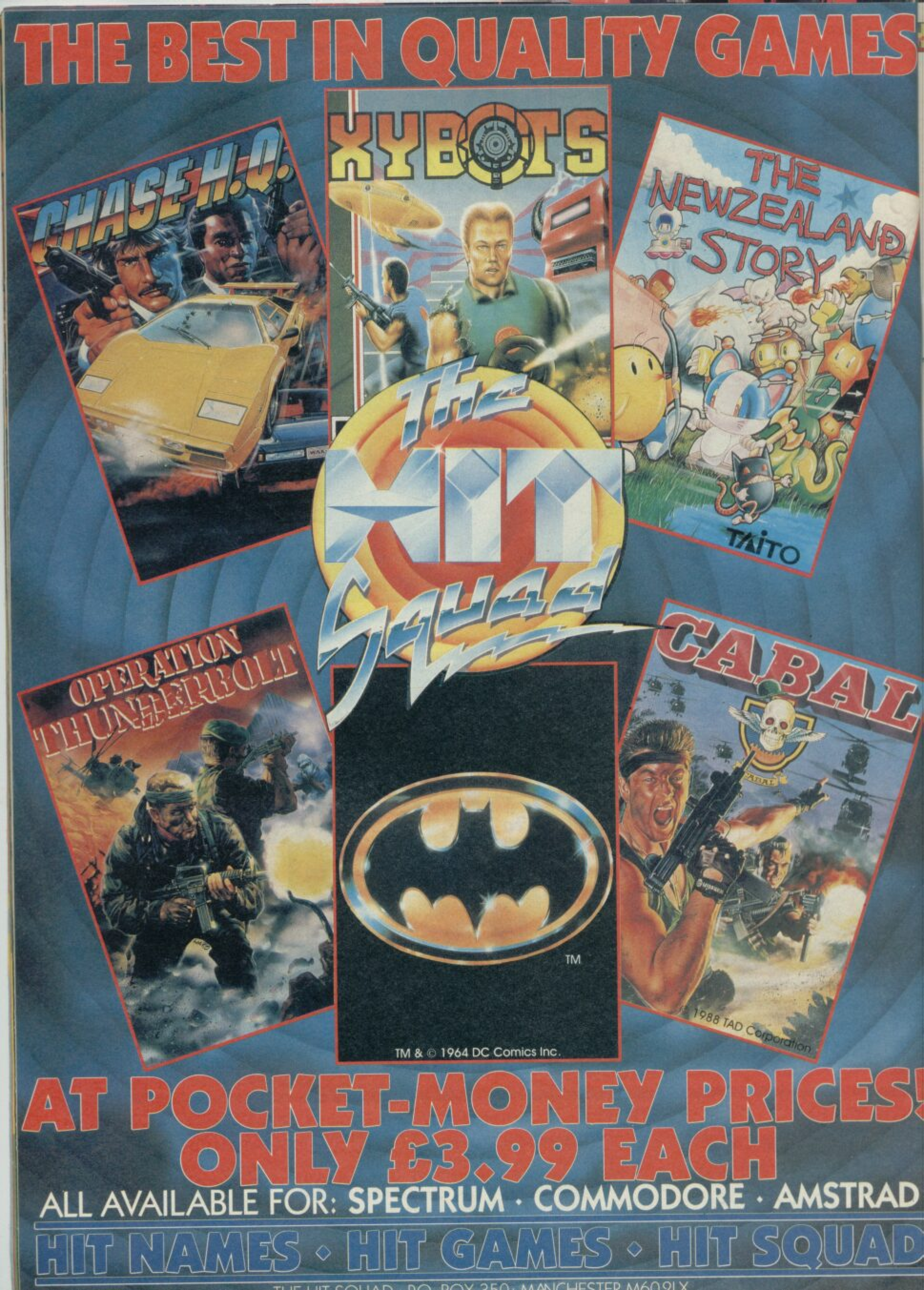
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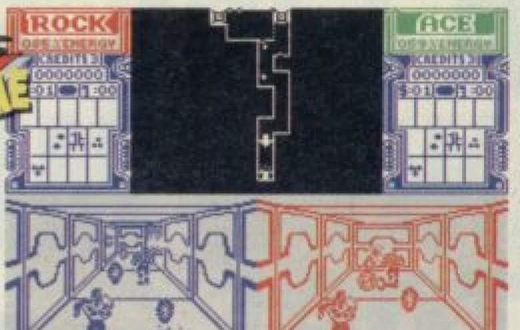
XYBOTS

Hit Squad/£3.99

MEGAGAME

Jon Back in the early days of arcades, there was a two-player maze game called *Wizard Of Wor*. In it, you and a pal trogged around the screen, ducking behind corners and blasting nasties. And now someone's done it all again in 3D and called it *Xybots*. Spook! As Ace Gunn (chortle) and Rock Hardy (guffaw) the two of you have to zap your way through each level, collecting keys to open doors and coins to buy extra weapons. What lifts this above the usual two-player shoot-'em-up is its 3D viewpoint. The graphics are nothing more than adequate, but the head-on display gives a new twist to being ambushed! The only prob is that the scenery doesn't scroll towards you, but flicks as you approach. Early levels are straightforward enough, but later mazes get seriously twisty and, as bullets zoom along until they hit an obstacle, you can get into trouble from miles away (if you see what I mean). Part of the fun is of course the co-operation between Ace and Rock (splutter) – the usual tactic is for one player to amble on ahead as bait, with the other popping the bad guys as they're drawn out. Each player can zap the other so, if you find a quiet stretch of corridor, you can have a brill shoot-out! Overall, this is about as good as no-frills blasting gets. Simple design, snappy execution and enough playability to frighten the electricity meter. Just like *Wizards Of Wor* in fact. Progress, eh?

92°



"Look Lenny, I said take the right turn. This is Safeways, not the *Xybot* maze."

INDIANA JONES AND THE LAST CRUSADE

Kixx/£3.99

Jon Indy Jones, eh? What a star! Tougher than a baked conker, adventurous enough to make insurance salesmen flee in terror. In this, the game of film number three (the one with Sean Connery as Indy's dear ole dad), you travel round the world in search of the Holy Grail, cos it'll look snazzy on the mantlepiece. Or something. As usual, the Nazis are out to nobble you, the bounders, so a fair bit of fisticuffs is called for over the four levels. (Sadly, you can only use your famous whip a few times.) The game starts with Indy deep underground, progresses onto a circus train and burning zeppelin, and ends up with our hero tiptoeing through booby traps set by a 1000 year-old knight.

The graphics are detailed but they're a bit sluggish. Still, it's a very playable and spankily polished platformer with good gameplay. As long as you don't expect a full-speed arcade game like *The Temple Of Doom* (which was crap anyway), you'll have a cracking time.

79°



Coming soon: *Indiana Jones And The Resturant Of Doom*, or how to avoid paying a large meal bill!

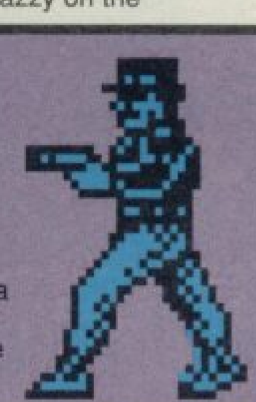
BATMAN (THE MOVIE)

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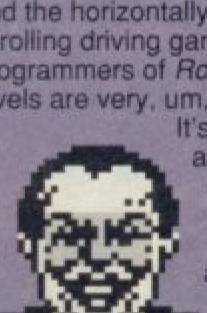
Jon Faster than a speeding Royal! More powerful than Arnie's eyebrows! Able to leap tall buildings in a single-seater jump jet! ...Well, that's enough about me, what of the man in the all-over welly boot? In this game of the film, T-shirt and key-ring you're the sinister vigilante himself. You're out on a five-level mission to clean up Gotham City – and you're not carrying a broom. The gameplay is a neat combination of two styles – the four-way scrolling platform shoot-'em-up, and the horizontally-scrolling driving game. Seeing as it's from the programmers of *Robocop*, the fact the platform levels are very, um, *Robocoppy* is unsurprising. It's jolly good fun and quite addictive, but there's a problem. You've got an energy system and there are no top-up icons – so just as you feel you're getting somewhere, you run out of energy and get sent back miles. Aarghhh! The driving sections are fairly playable but (but! But!) you've got no weapons, and it's rather unrealistic to have the mighty Batvehicles bashed about by VW Beetles.

To sum up then, you get a lot of game for your coins, but the flaws bring down the overall rating.

80°









Even super-heroes get caught in cross town traffic when there's a crime to solve. Don't think much of this American park and ride scheme though.

ComPilation

SUPER SEGA

US Gold/£17.99

Jon Not, as you might expect, the latest ridiculous hero from Marvel Comics, rather two conversions from the famous arcade chappies. (So that's alright then.) Let's take a look.

CRACKDOWN

Ben Breaker knows no fear: he hums the theme from *Psycho* while showering. Andy Attacker also knows no fear: he uses his real name in pubs. Together the fearless duo have sworn to liquidate Special K, evil genius and cereal killer, by infiltrating his secret HQ and blowing it to Kingdom Come (a small village just outside Chiswick). Basically it's *Gauntlet* again, except in split-screen monochrome and

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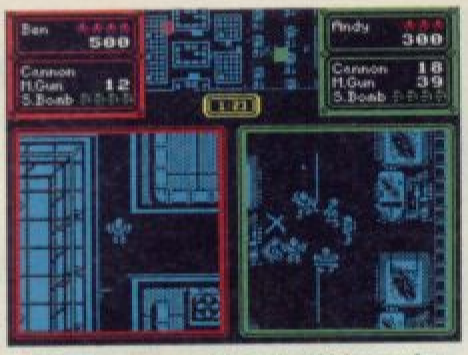
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While Ben stops off at the Chinese for a spring roll, Andy comes face to face with some very angry Chesney Hawkes fans.

with even smaller graphics – not to mention limited ammo, overly tenacious baddies and confused, frustrating gameplay. Next!

SUPER MONACO GRAND PRIX

Drive, drive and drive again in this, um, driving game. Unremarkable graphics do nothing for the insipid gameplay – the few wazzy features (such as a rear-view mirror and cars with up to seven gears) can't save a racer that docks you time for some crashes and zaps you outright for others. Close, but no banana (as they say).

Alas, not even remotely super – there are plenty of better versions of both games around. (So have a look at one of those instead.)

62°

WORLD CRICKET

Zeppelin/2.99

Rich Cricket, eh? It's a game of two innings. Or sometimes four. Or none if it's raining. Ah – it's always strangely comforting to start a review with an old cliche or two.

Anyway, *World Cricket* is a *Football Manager* style game with a slightly different perspective. By far the most noticeable difference is that, unlike most footy manager games, there isn't actually any football – just cricket. I mean, it would be pretty stupid calling it *World Cricket* if it was a football management game, wouldn't it? The second, and slightly less patronising, discrepancy lies in how the game is actually played. There's no need to fart around arranging matches, buying players and all that malarkey (there are no options to do so), leaving you (once teams and game lengths have been chosen) to get straight into the first match.

Tragically though, there's little to actually get into. Firstly you browse over your team's fundamentals, and then set the batting and bowling orders. Once the match has commenced, it's all a tedious matter of pressing fire, watching a scoreboard and re-adjusting the batsman/bowler when necessary. And that's all that you can do – the game takes place almost by itself, with you contributing very little to the proceedings. Just as in the real game, you feel as if you want to get up and do something rather than, metaphorically speaking, sitting on the side making daisy chains all the time. The main problem is that, although its well presented and easy to get into, it's about this much annoying (extends arms far apart), and only this much fun (brings hands close together) to play.

To be perfectly honest, it's a bit naff.

50°



Not very sportsman-like is it. You can't smash up that lovely trophy just because the other side won. Hurumph, bad losers, eh! Don't you just love 'em?

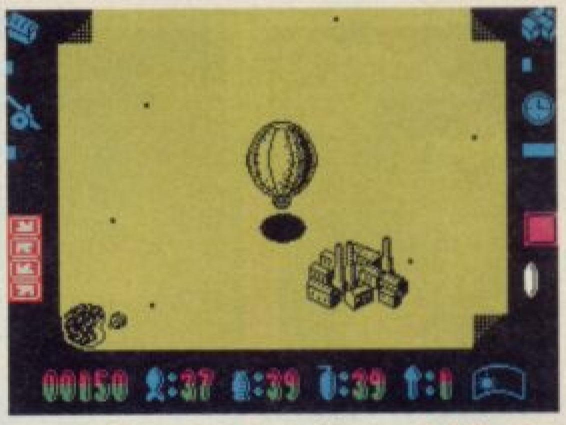
PHILEAS FOGG'S BALLOON BATTLES

Zeppelin/2.99



Rich Phileas Fogg is a somewhat mad and totally fictitious character who once, and for no apparent reason, decided to venture around the world in eighty days. During his travels, he came across lots of yummy snacks and sent them all back to his Aunt Agatha. Zeppelin have completely ignored this and, using a decidedly hefty chunk of artistic licence, have got him stopping over mid-journey to help out some Allies who are at war at the time.

Actually, the game has got nothing to do with Phileas Fogg, but I suppose Zeppelin had to find some excuse to produce a game which has you flying a balloon around a sparse play area and dropping bombs on enemy installations. In fact, after much thought, I couldn't come up with a better one than the Phileas Fogg story either.



"I say, Phileas, that dratted factory is following us again. Hit the turbos old bean." (Puff, puff.)

So why don't I like this game? Well, it's boring. There are no map making skills required, there's no map (the background graphics cease to exist), no technique is needed to bomb installations or baddies, it's all up to chance whether or not you're shot down, the graphics and sound are pretty shoddy and overall the game plays more like a sub-game than anything really worth releasing. In other words, there is just far too little to it. Call me Mr Complete B... *(I will not! Ed)*, but I would have severe difficulty recommending this game to even the most narrow-minded of people. It's repetitive and utterly unaddictive and certainly not worth the bother.



48°

MAX

Compilation

US Gold/£16.99

Jon Oooh, it's another one of those "theme" compilations! Both games are shoot-'em-ups, both are by Storm, and, um, neither features trees. *(Except* St Dragon. *Ed)*

SWIV

Fabby two-player vertical scroller featuring the helicopter/jeep double act from *Silkworm*, with trillions of different baddies and fast, sharply defined graphics (including visible bullets). Hurrah! The gameplay is spot on, if a tad tough (especially when you're playing as the jeep). Overall, the most enjoyable shoot-'em-up since *Moon Strike*, and one to come back to. (If you can ever drag yourself away that is).

ST DRAGON



It's *R-Type* with pointy teeth as you play a metal reptile that can coil its tail around its head (a great party trick that also shields you from the baddies). And what baddies! Positively legions of colourful minions lurk in the scenery, ably supported by hulking cyborg supervillains. It's all extremely swish, and the frantic wibbling to put your tail between you and the nasties boosts the playability immensely. A tricky game, but one that never drags.

A simply spiffy compilation – Megagames, congrats and choccy biccies all round. I've only one question – who's Max?

YS MEGAGAME

91°



Jerry and Roger, the inter-galactic accountants, come face to face with an angry, skint customer.

TERMIN



Here's Mr Molten. He's a bit tough, and able to withstand shotgun blasts to the head. Split him in half and he just reforms! Pah!

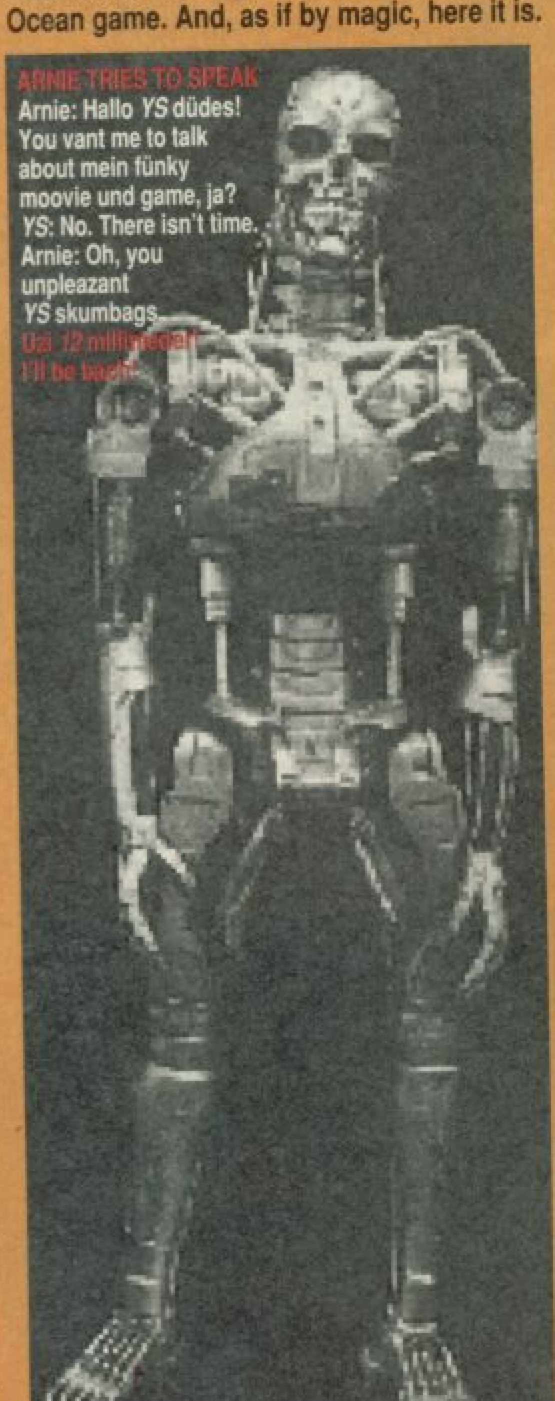


Sarah Connor is John's mum. She's been locked in a loony bin for a few years, but there's nowt wrong with her that a good fight wouldn't cure.

Ocean £10.99 cass (128K only)/£15.99 disk



James When Arnie says 'I'll be back' he really means it! *T2* has got to be biggest, most amazing-looking film ever – the sort you watch about seven times, then go and get on video. So you can imagine how much I was looking forward to seeing the Ocean game. And, as if by magic, here it is.



ARNIE TRIES TO SPEAK
Arnie: Hallo *YS* düdes! You vant me to talk about mein fünky moovie und game, ja?
YS: No. There isn't time.
Arnie: Oh, you unpleazant *YS* skumbags.
Uh, 12 milli[illegible] I'll be back!

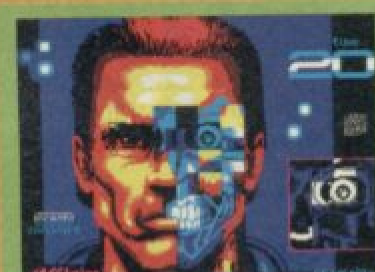
Right. *Terminator 2* is one of those famous Ocean three-games-in-one jobbies. I think the best thing would be for me to sort of look at each level. So, er, I'll just do that then, shall I? Good.

Level One is a bit of a punch-their-heads-in game. You're all alone in the corridor with Mr T1000 who is made of a weird mercury-type substance which, when bashed, globs back into its proper shape. You're both trying to smack each others metallic brains in and, being Terminators, the violence level is remarkably huge. It's a great section with plenty of neat effects, bits of the T1000 reform as different shapes and his arms turn into spikes and so on.

Hasta la vista, baby!

At the bottom corners of the screen are two piccies of the T1000 and Arnie. As they get bashed around, their skin drops off (eurrggh) and the insides of their faces show through. Nasty, eh?

Get through Level One and you find yourself on a motorbike with John Connor (the lad you're trying to protect) on the back. It's a vertical scroller and it's as fast as a weasel with tummy troubles. You view your bike from above and behind you is the T1000 in a rather scary lorry, trying to run you down. What a cad, eh? This level is very, very fast. By my calculations, you've got about 0.13 of a second to avoid all the wrecked cars and the pools of oil that lie in your path. If you've got good reactions, you're gonna love this!



It's looks as if someone's rearranged Arnie's face. It's

Right, if you get through that little lot okay, you're onto Level Three. Here you've got to do a bit of an op on Arnie's arm. It's one of those difficult arrange-the-squares puzzles with an evil time limit which'll have your hair falling on the floor quicker than you can say Duncan Goodhew. The display is really swanky, and the joystick movement works well too. Yep, those bods at Ocean certainly know how to string a game together!

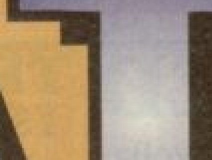
Level Four is a bit like level one, except that T1000 is a tad tougher. Bash him 'til he gives up and runs away. And that's it basically. It all looks very nice and everything, but you've seen it all before.

Level Five now. Rearrange the blocks (yes, just like



Oh dear, Arnie's just been knocked over by the nasty big T1000. The poor boy doesn't know what's hit him! It really isn't fair. Y'see, that metallic man is cheating by using his arms as huge spikes and by kicking and punching Arnie really hard. The faces below the display show how much damage each Terminator is taking. As they get bashed, their flesh disappears and you see more and more of their hideous metal skeletons. Ugh. Arnie definitely looks better with all his skin wrapped round him!

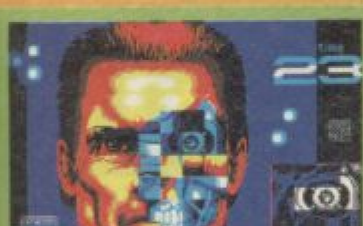
NATOR 2



John's only a little lad but his heart is in the right place (behind his ribs). He's the reason the Terminators are fighting. The T1000 wants him dead. Oooh!



Hurrah! Here Arnie's not as tough as the T1000 but he's our fave (and the film's hero). You play him in the game, so practice saying "I'll be back" a lot.



up to you to get it looking all hunky and handsome again.

Level Three) 'til Arnie's face is in one piece. It's even harder than Level Three if the truth be told. There are lots of great colours here, so crank up the contrast on your telly for this bit. But, arrggh! That blasted time limit – it gets me every time!

Level Six sees you in a van on a vertically scrolling road. It feels a bit like, you guessed it, Level Two. It's just as fast, but it's got different graphics and the T1000 is in a helicopter, trying to ram you. But nay fret, you've got target crosshairs and you can blast that molten dude to kingdom come. It's a very slick level, is Level Six, so you'll have lots of fun with it!

Level Seven is the last level (phew) and it's another fighty one. The T1000 has lost his powers to regenerate, so every smack you give him weakens the nasty fellow permanently. But he's still a bit hard, what with his spiky arms and all, so take a care.



The road is a fiendish level. You've got to get the Harley weaving around (or over) all those objects.

And that's the lot?

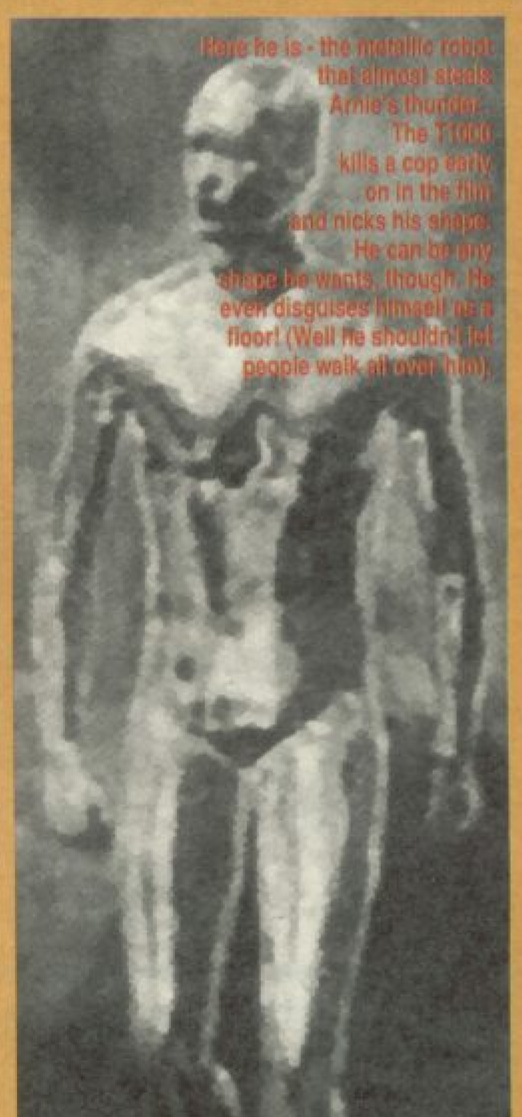
How much do you blimming want? Seven levels, based on three types of gameplay, is a lot of code. Each level is different enough to get into (so you won't get bored) and the game is just *so* jolly quick that your heart will pound and your sweat will flow. *(Not mine, matey. Ed)* If you've got a good joystick, you probably won't have by the time you finish playing *Terminator 2*!

Any criticisms? Well it's a blasted difficult game to beat. The scrolling bits are the hardest, but the fighting sequences aren't exactly a pushover either. If you don't complete the puzzly bits in the time allowed you still recover energy for your battered and knackered Terminator, depending on how many pieces you managed to get right. Useful, if not downright blimming vital, I'd say.

Yep, *T2* is an absolute corker of a stormer of a multi-level game. You really need to have seen the movie to understand what all the bits mean, but of course you can still play and win without having to sit glued to the cinema screen for a couple of hours. If the game was a wee bit easier, at least on the driving levels, it might have made Megagame status. But that, and the fact that each level does sort of repeat, means that it falls short by a degree or two. Still, if you're an Arnie fan *(and let's face it – who isn't? Ed)*, you'll love it. 48K dudes will be dead annoyed that it isn't available on their machine. Upgrade now, guys!



This looks a bit handy! Here you move the segments of Arnie's computer hands to get it all working again.



Here he is - the metallic robot that almost steals Arnie's thunder. The T1000 kills a cop early on in the film and nicks his shape. He can be any shape he wants, though. He even disguises himself as a floor! (Well he shouldn't let people walk all over him).

BUT I HAVEN'T SEEN THE FILM YET!

Well, if you don't want to know what the movie is like, don't read on. Right, that's got rid of them.

Okay, there are two Terminators. One was sent back to rub out John Connor (who, if he grows up, will lead a rebel band against the Terminators. The other is Arnie (hurrah!) His job is to protect John.

The two cyborgs battle it out between them with loads of serious hardware and manage to destroy most of LA along the way. Each level of *T2* (the game) is taken from a part of the film, Arnie and the T1000 really do get to punch and kick each other quite a lot. In a completely brilliant bit the T1000, in a rather large lorry, chases Arnie and the little lad (who are sat tight on their Harley Davidson) along a storm drain. There's also a fab part where Arnie's driving a van with John and Sarah (John's mother) and blasting millions of machine rounds out of the back at the Mr. Unstoppable in a helicopter. At the same time! It's got some of the best chopper flying I've ever seen (and I've seen quite a lot actually).

Elsewhere in the film there are a few non-violent bits where John tries to make his pet Terminator act like a really cool guy by teaching him full of various Californian phrases and hand-slapping techniques. This is where Arnie learns to say "Hasta la vista, baby". Linda, *YS*'s resident linguistic expert, informs me that this is Spanish for "I go to the house". Er, makes sense.

Anyway, the best bit has got to be the hand-to-hand fight at the end of the film. It's absolutely mega-stonking, and has the best computer-generated graphics in any film ever (*You're quite a fan, aren't you? Ed*) And the weirdest thing is that if you manage to play through the complete Ocean game (without using cheats), the chances are you'll be as knackered as both the Terminators! Cor!

FINAL VERDICT

LIFE EXPECTANCY 87°	ADDICTIVENESS 82°
GRAPHICS 81°	INSTANT APPEAL 83°

DIAGNOSIS

Arnie strikes back! It's big, it's fun and it's one for your collection. (It's also dead hard.)

88°

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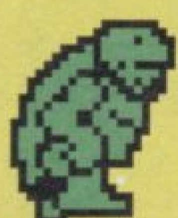
Tomorrow belongs to you, and you, and you, and you. In fact, you can all have a bit. And, as if by magic, here it is...

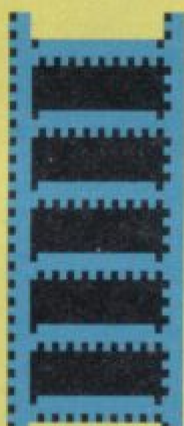
T'AI CHI TORTOISE

Zeppelin

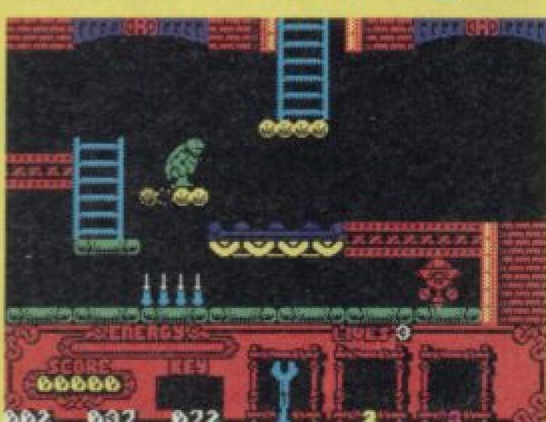
They're lean, they're green and they're not very mean. Watch out Turtles, cos here comes *T'ai Chi Tortoise*!

Tai Chi, as any Japanese person (or Nissan production worker in Tyneside) knows, is the art of moving around slowly and making small yipping noises. It doesn't actually cause anybody any real harm, so this Mr Tortoise won't be doing much damage – or will he?





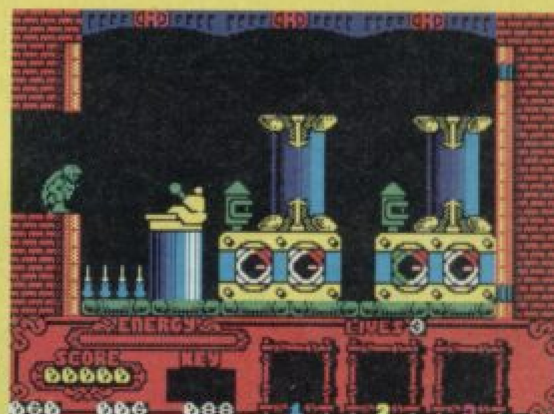
Well, he'll have to. The situation is certainly a little, er, different. Apparently there's a person called Vincent Ratatouille whose life ambition is to collect all the cheeses ever made. Yes, cheese. And once he's got all this cheese, he's going for the Master Cheese. Who (or what) this Master Cheese thing is, isn't exactly made clear. But what we do know is that once ol' Vince has got it, he'll be able to rule the world!



Here he is! What a hero that Tortoise looks with his shuffling walk and his slow thought processes.

Mr Tortoise (whilst practising his T'ai-Chi) hears about this and, because those Turtles are on holiday or something, he decides it's up to him to sort things out. So, off he sets to confront Vincent in his lair and rescue all that lovely (and probably very smelly) cheese.

T'ai Chi Tortoise is a platform scroller with dozens of puzzles, collectables and plenty of things to jump over and dodge. There aren't that many things to kill at first but, as you go along, you get deeper and deeper into cheese territory. You'll have to start bashing, kicking and generally being rude to people. Then, when you finally confront Vincent, you'll have to give him a right good cheese pasting.

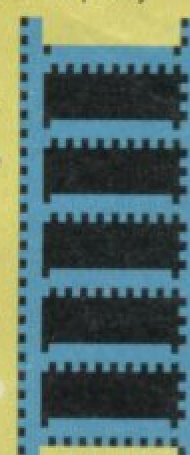




Did you know that tortoises are actually classified by the EEC as fruit? *(Stop lying. Ed)*

T'ai Chi Tortoise will be reviewed next month, and it looks very silly. It also looks incredibly playable and it should be completely massive (as well as pretty tough). But it's main feature is its extreme silliness. What with *Dizzy* eggs in this issue and now all this cheese, all we really need is some milk and we could make a few cheesey omelettes. *(Mmm, do a couple for me! Ed)*

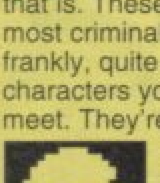




BONANZA BROS

US Gold

Crime does not pay. Unless you're Mobo or Robo Bonanza, that is. These two are the most criminal, ruthless and, frankly, quite unbelievable characters you're ever likely to meet. They're ex-thieves who are trying to go straight and their job is to travel round various large buildings, testing the security.





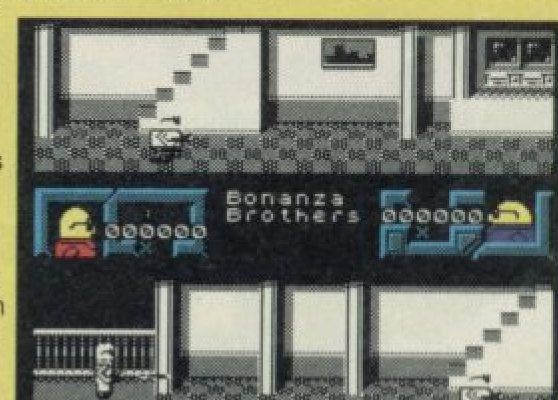
Originally a weird Sega coin-op, it features a split screen, so two players can have a go (one as each twin, obviously).

As you wander around, there are loads of traps and security devices which you've got to disarm. Ha! You might think this is easy, but you'd be wrong! There are video cameras to throw things at and trip wires to jump over. In fact there are loads of horrid things designed to catch you out. A bit of team-work comes in handy, so don't let the other brother disappear!



To prove that they've actually penetrated the security of the various warehouses and stately home-type places they visit, Mobo and Robo must collect evidence (such as priceless works of art, jewels and other expensive stuff).

It's certainly a different sort of game, is *Bonanza Bros*. It'll be reviewable in the next issue, so keep a careful Neighbourhood-type watch out for it.



They don't seem to have er, faces, these Bonanza Bros. That'll help them in the Police line-ups!

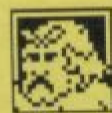
WWF

Ocean

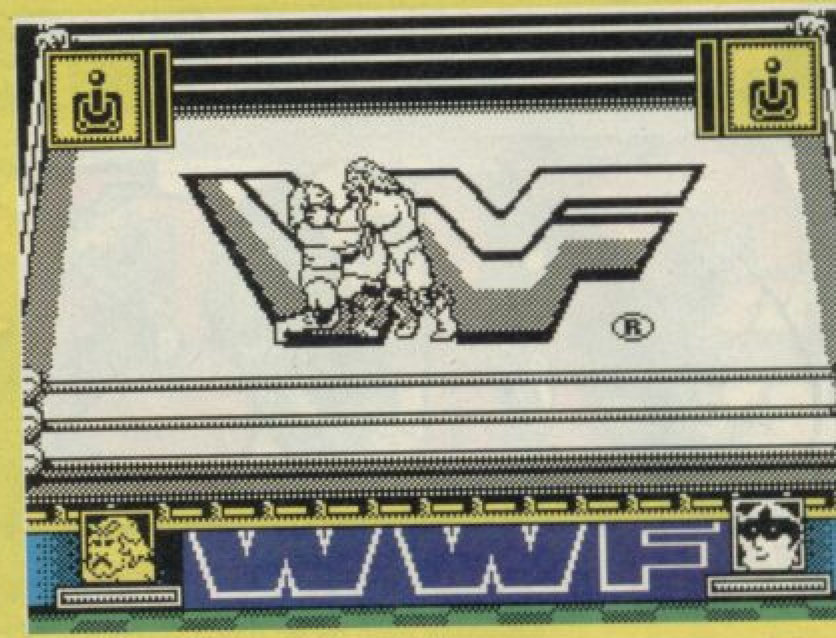
What exactly is *WWF*? I hear you cry. Well it could be the Well-built Weasels for Freedom organisation, the We Want Fruit-loops pressure group or even the Who's Walter Frampton? brigade.



But it's none of those things, it's actually the *World Wrestling Federation*. Hmm. Never heard of 'em. *(I have! Linda)* It seems that the good ol' US of A have set up this wrestling thing which employs even bigger and harder men than our own dear Big Daddy and Giant Haystacks. It draws in millions of screaming Grannies, which is a good thing. I suppose.



Anyway, the stage is set, the ring is waiting. Who should climb in first? Oh lovely, it's a cheerful chap who threatens (and it's there, on screen, in black and white) to stick his fingers up your nose, grab hold of your earlobes and pull your head inside out. How nice. This chap is up against a dangerous fellow who doesn't seem to be afraid of having his head pulled inside out.



Gotcha! A wee strangle-hold always does the trick, I find. Especially useful after you've just elbowed the other guy in the eye. Take that, American wrestler-type person!



Ahh. Aren't we good pals, having a hug like this. What? You mean you're trying to crush my wind-pipe? You bad boy!

Anyway, once you get into the ring, you have eight-way movement, plus all the special grips, throws and head-smashes you'd expect. If you get close to your opponent you'll automatically be locked into a clinch. Then it's up to you to break it. You can play dirty (as there doesn't seem to be a ref), so stamping, kicking, gouging,



punching and general mayhem is the order of the day!

WWF is actually a rather sophist beat-em-up with all sorts of throws and the odd (normal) wrestling move as well. The key to winning is to use all your moves. Easy, huh? But, when the gentleman next to you is extracting you intestines, you might not have time to think about what to do. It's all down to speed, so rush out and buy a really good joystick before launching yourself into *WWF*. Oh, and prepare to be knocked black and blue by it in next month's issue, where it should get a full review (as long as the programmers haven't been disqualified for unfair play whilst they've been making it).



NEXT MONTH

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